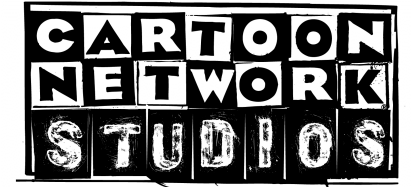




“Lady & Peebles” 1008-098 Network Pitch Board



Date 01/13/12



Board Team Final



Network Approval Board 01/13/12



Record Board



Animatic Scan Board



Conformed Board



Design Board



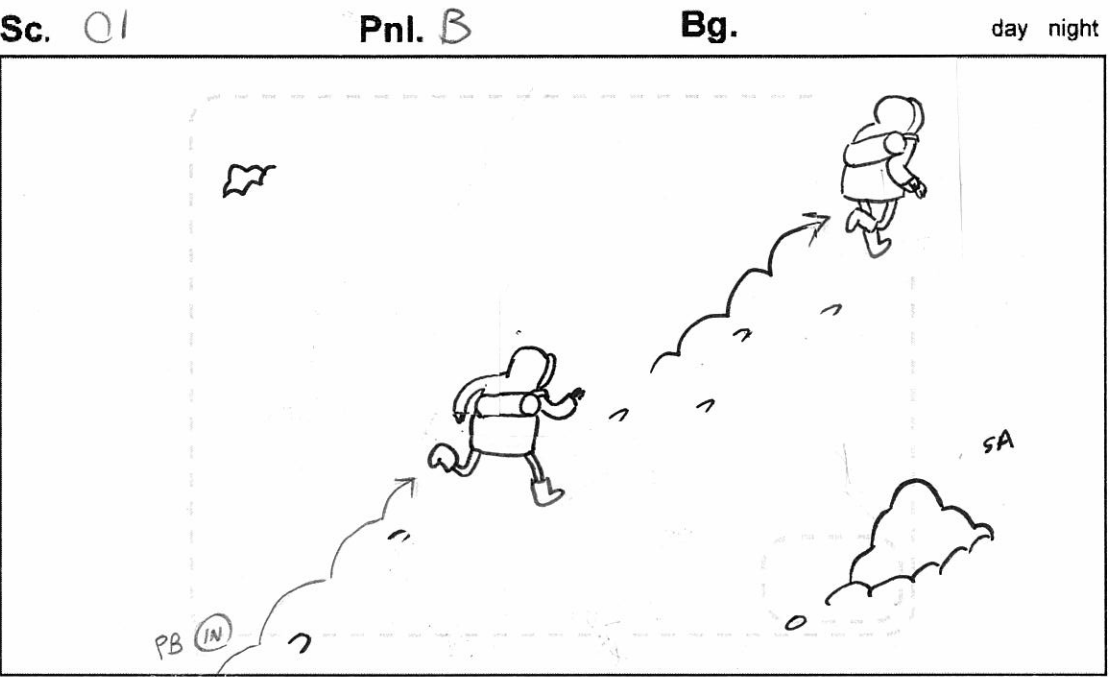
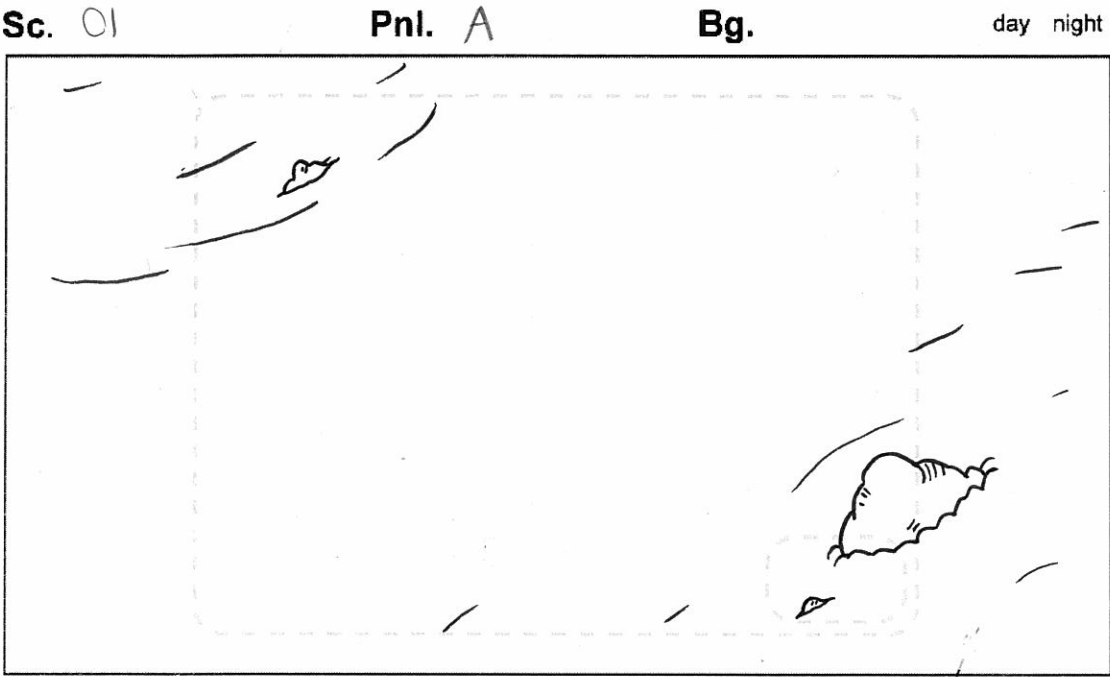
Final Board

Adventure Time Created by
Pendleton Ward

Creative Director
Adam Muto

Storyboard by
Rebecca Sugar & Cole Sanchez

ADVENTURE TIME



Dialog:

Action: (Time is close to sunset)

Timing:

Sfx: *CRUNCH CRUNCH CRUNCH*

- PB IN A HOODED SNOW JACKET RUNS PAST

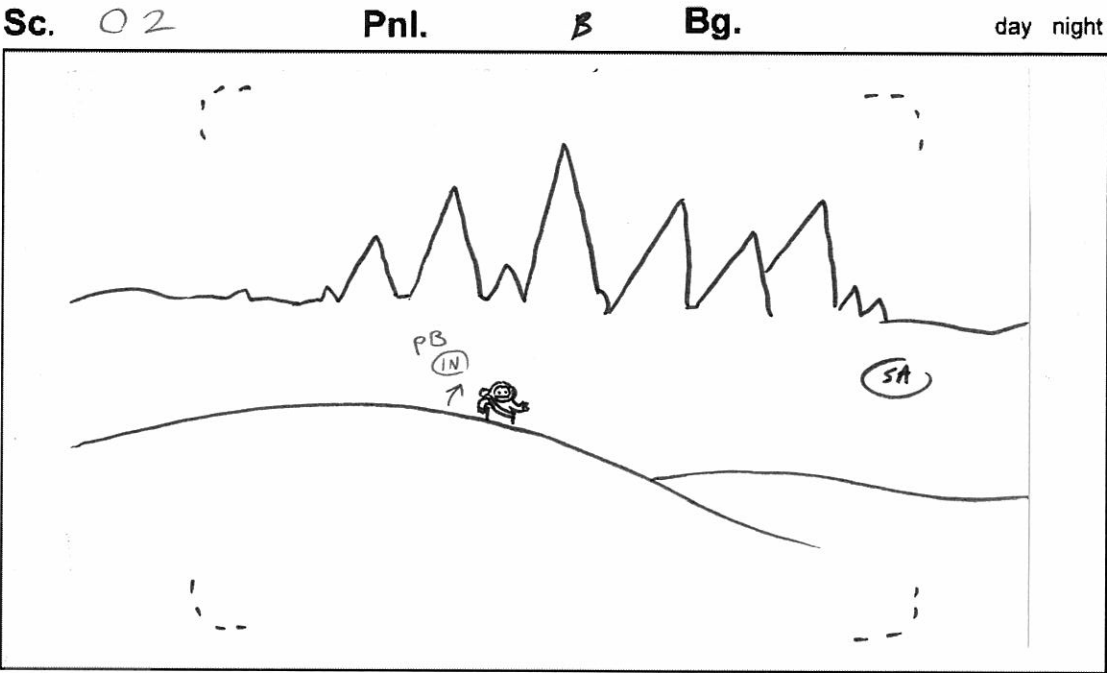
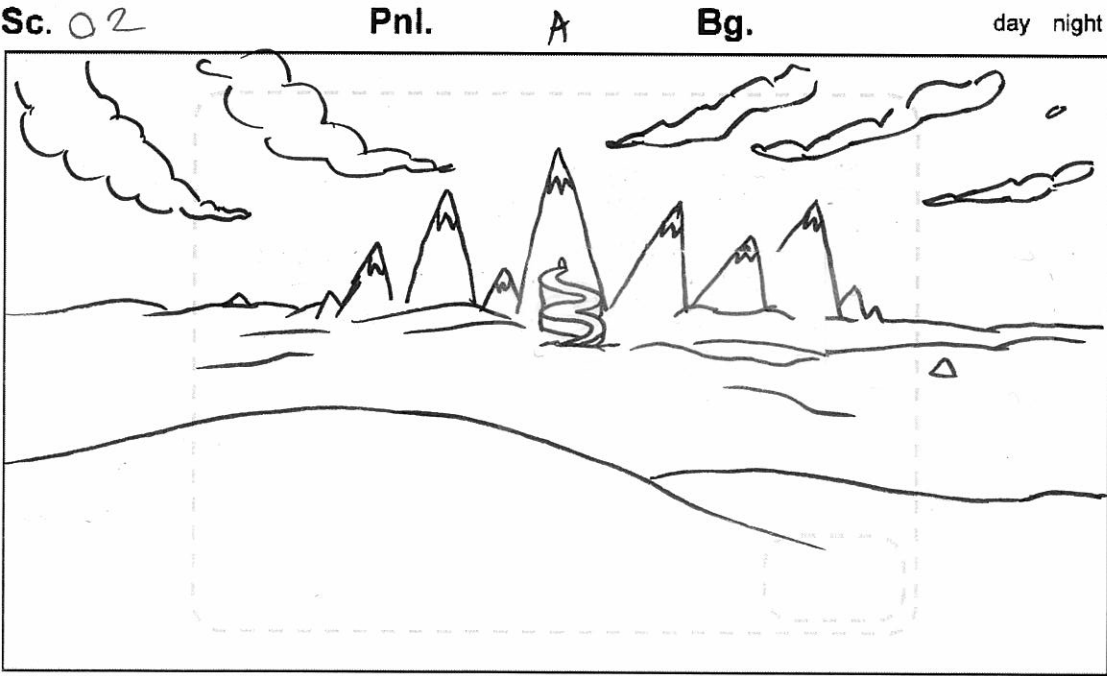
100898

EPISODE #

Production :

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ADVENTURE TIME



Dialog:	Sfx: (DISTANT) CRUNCH CRUNCH CRUNCH	
Action:	(REAR OF ICE KINGDOM)	- PB RUNS ON/S.
Timing:		

100898

EPISODE #

Production :

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ADVENTURE TIME



Sc. 02 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:	
Action:	PB RUNS OUT OF SHOT
Timing:	

100898

EPISODE #

Production :

ADVENTURE TIME

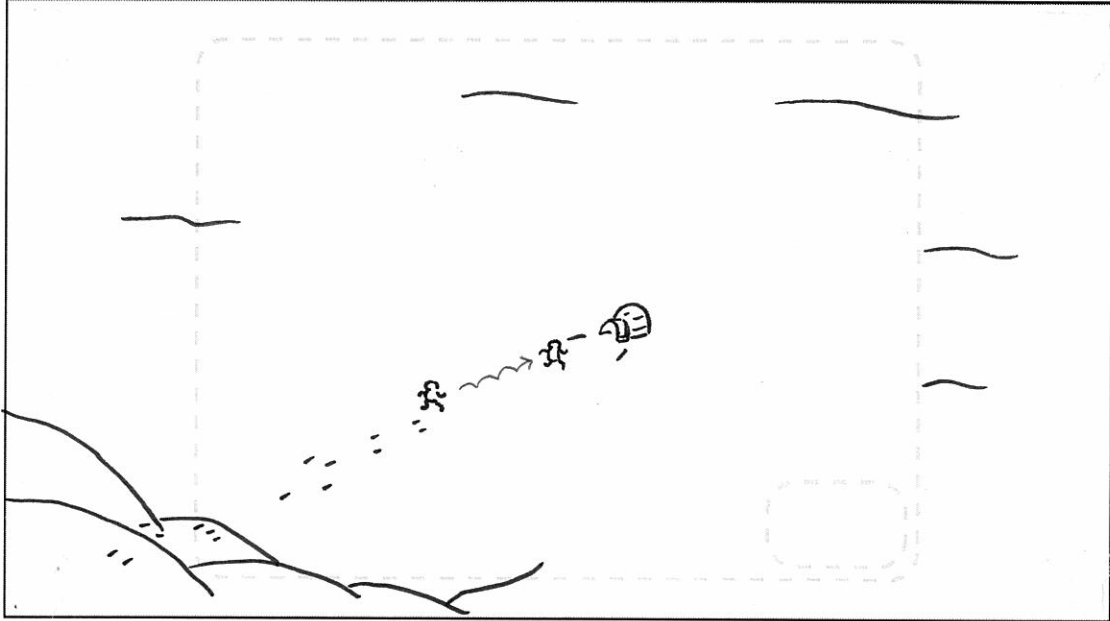


Sc. 03

Pnl. A

Bg.

day night

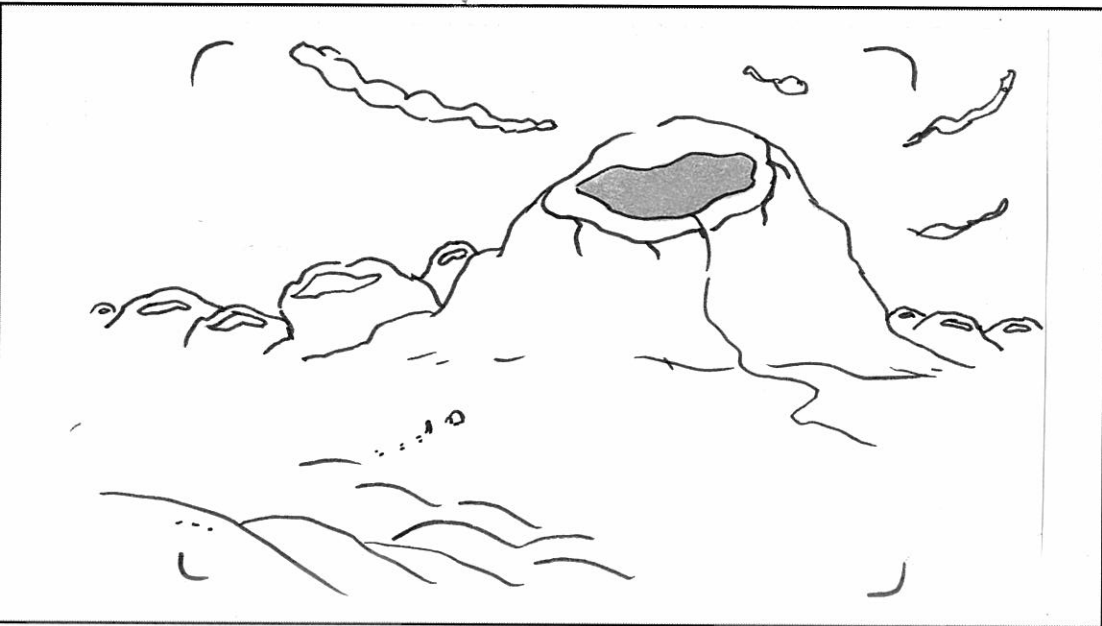


Sc. 04

Pnl. A

Bg.

day night



Dialog:

Action:

- PB RUNS TO GEODESIC TENT
- LIGHT COMES OUT FROM TENT OPENING.

Timing:

100898

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ADVENTURE TIME



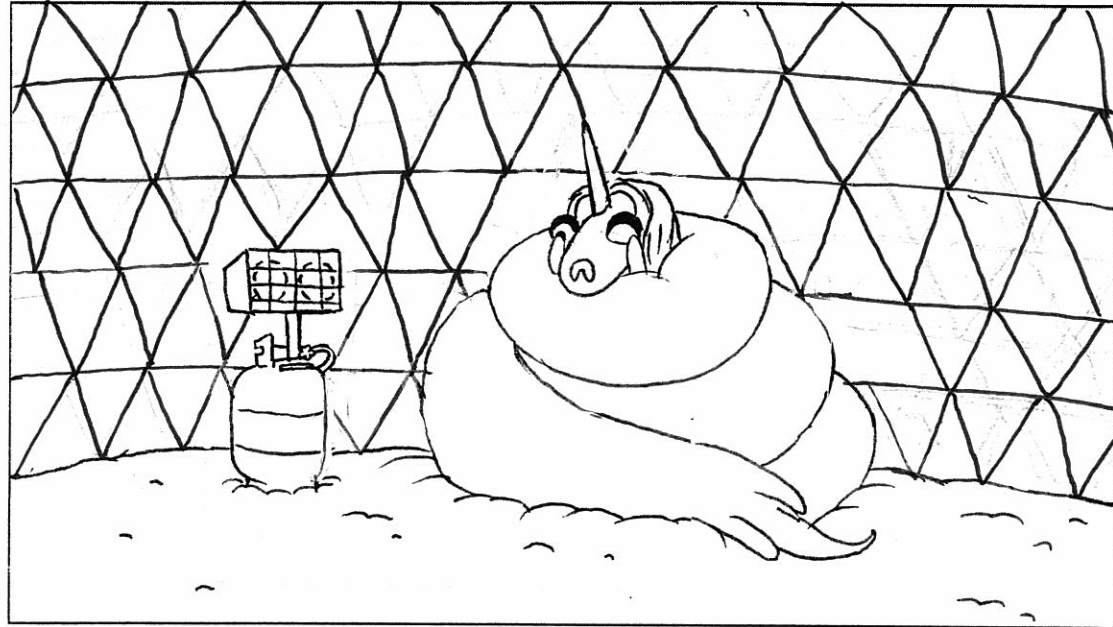
Page 05

Sc. 05

Pnl. A

Bg.

day night

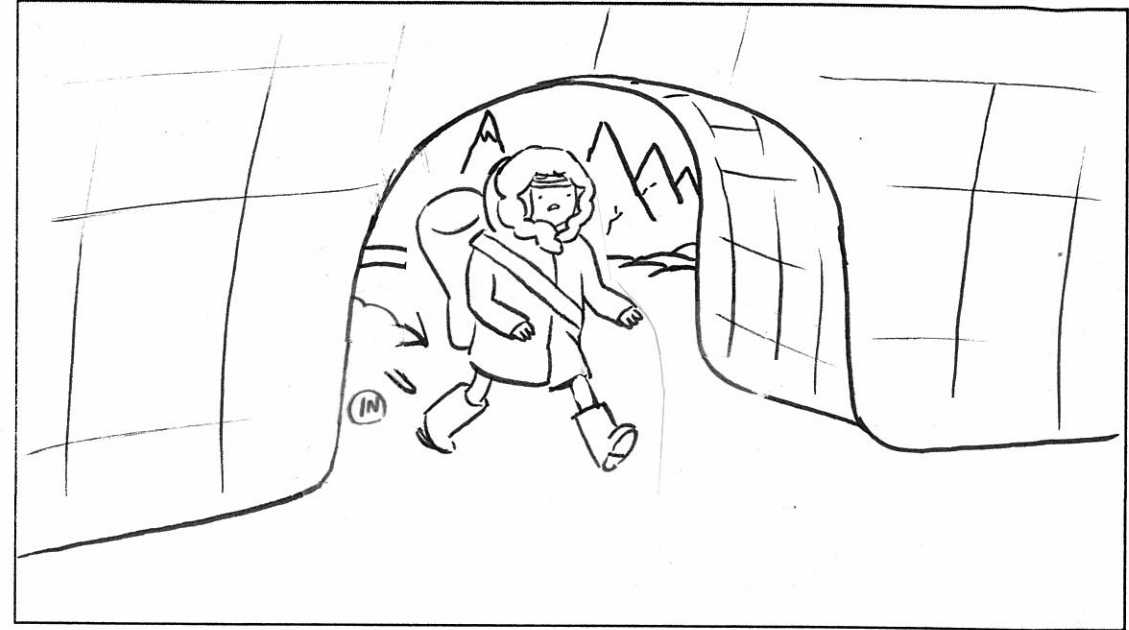


Sc. 06

Pnl. A

Bg.

day night



Dialog:

LADY: OH NO... OH NO... NO...

PB: [HEAVY BREATHING]

ALT: (QUIET SOBBING)

Action:

-PB RUNS INTO TENT.

Timing:

EPISODE #

100898

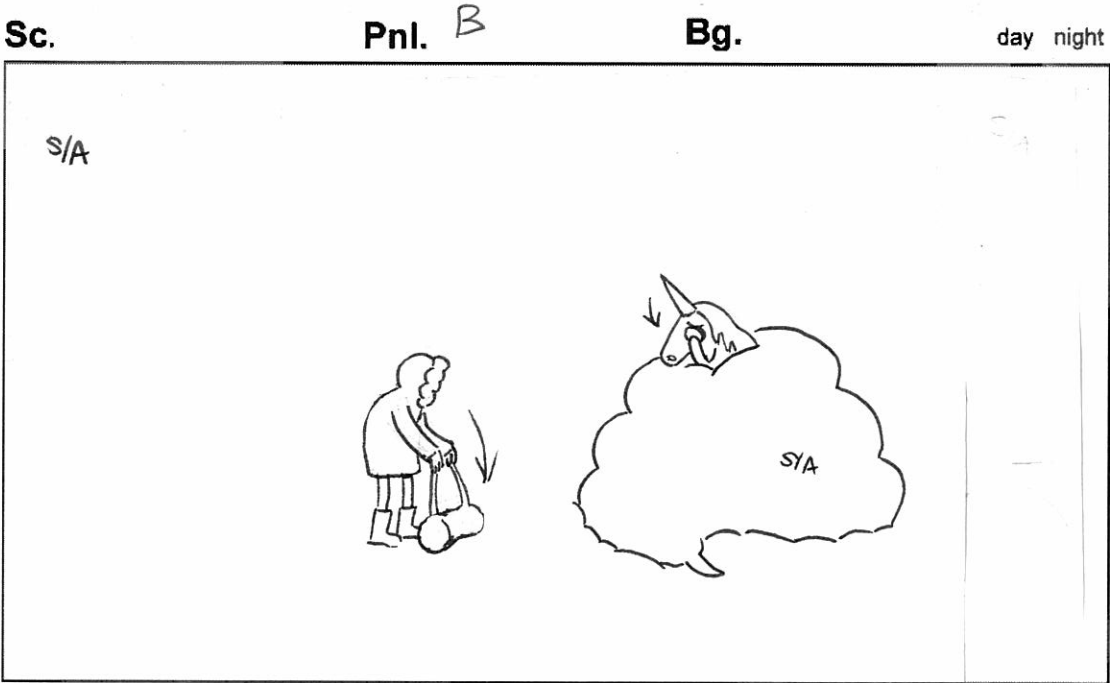
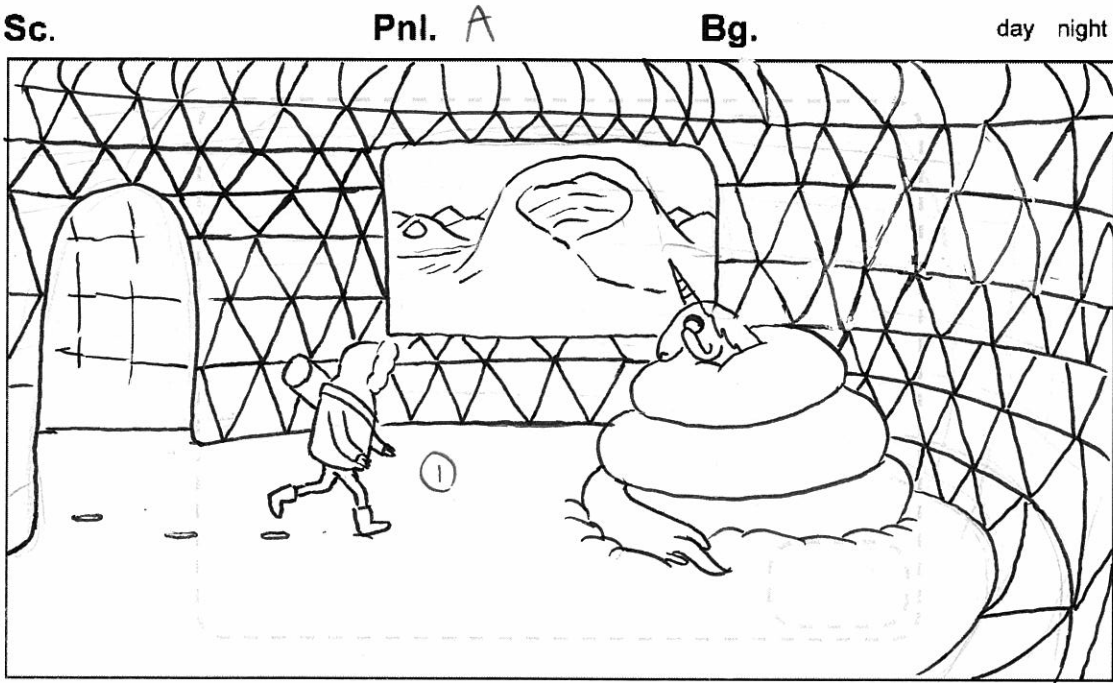
Production :

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ADVENTURE TIME



Page 06



Dialog:

L: No... NO... NO...

(ALT) [SOBBING CONTINUES]

Action:

Timing:

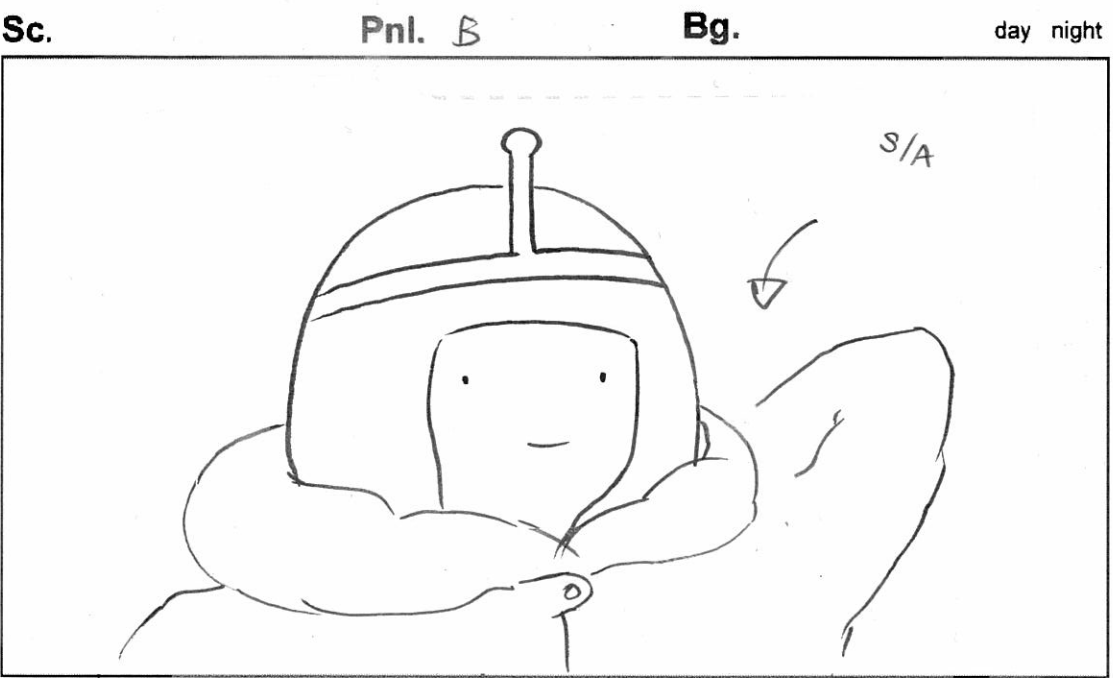
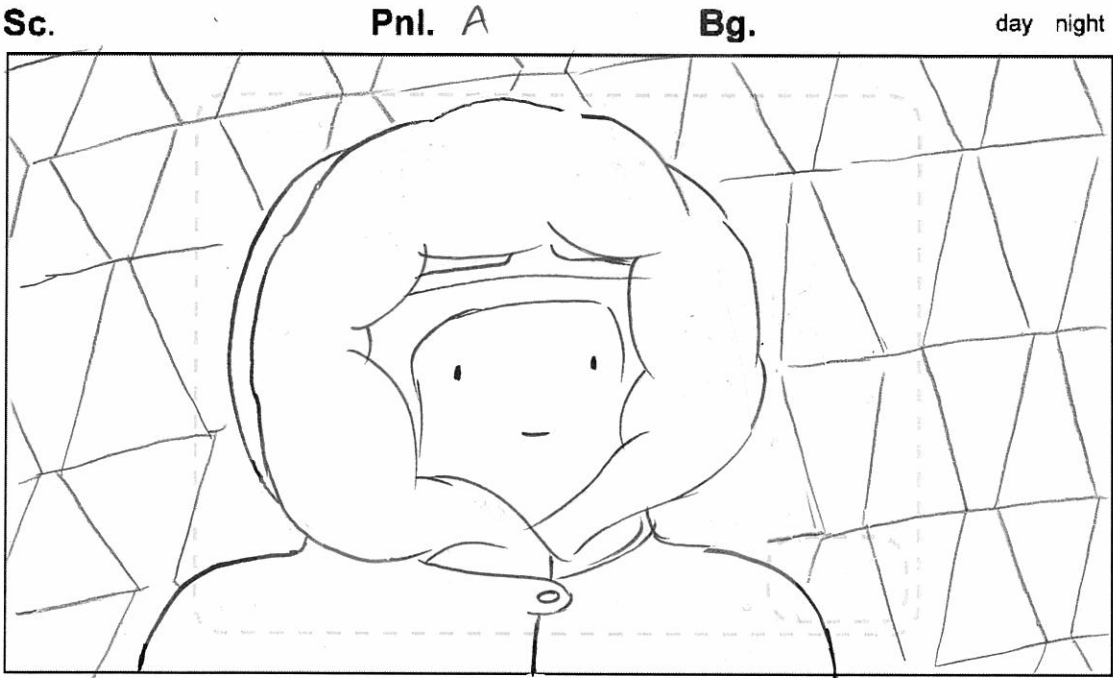
SFX: *FLUMP!*

- PB SETS DOWN BAG

EPISODE # 100898

Production :

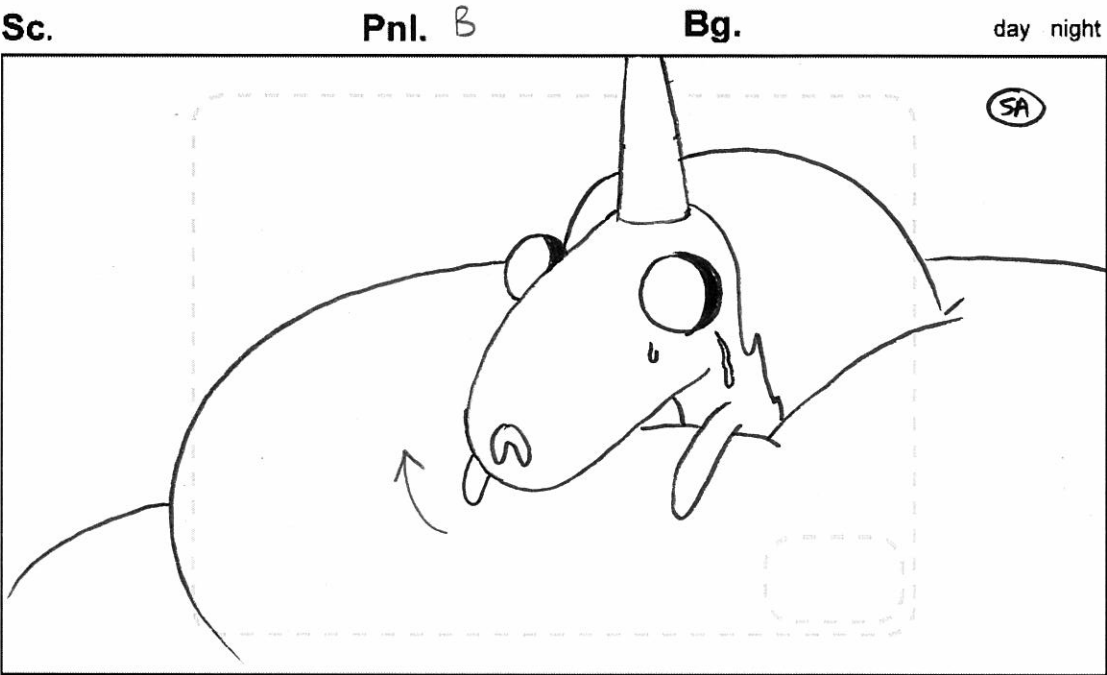
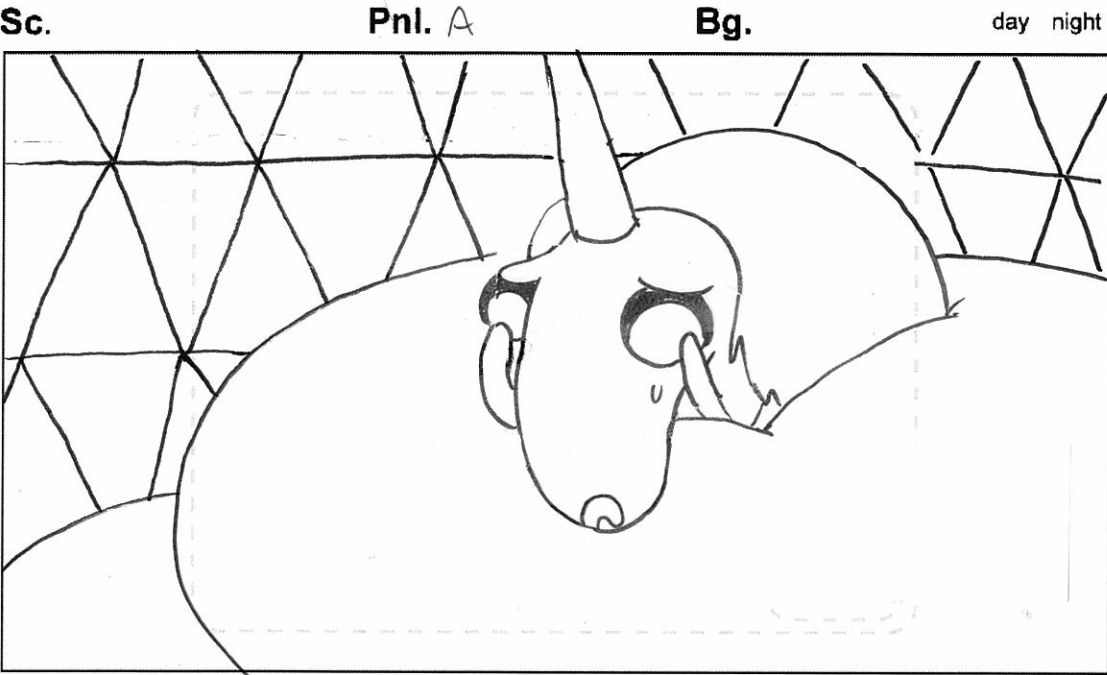
ADVENTURE TIME



Dialog:
Action:
Timing:

— PB PULLS BACK HOOD.

ADVENTURE TIME



Dialog:	LADY: (SOBBING)	L: DID YOU FIND THE BOYS?
Action:	LADY LOOKS UP	
Timing:		

ADVENTURE TIME



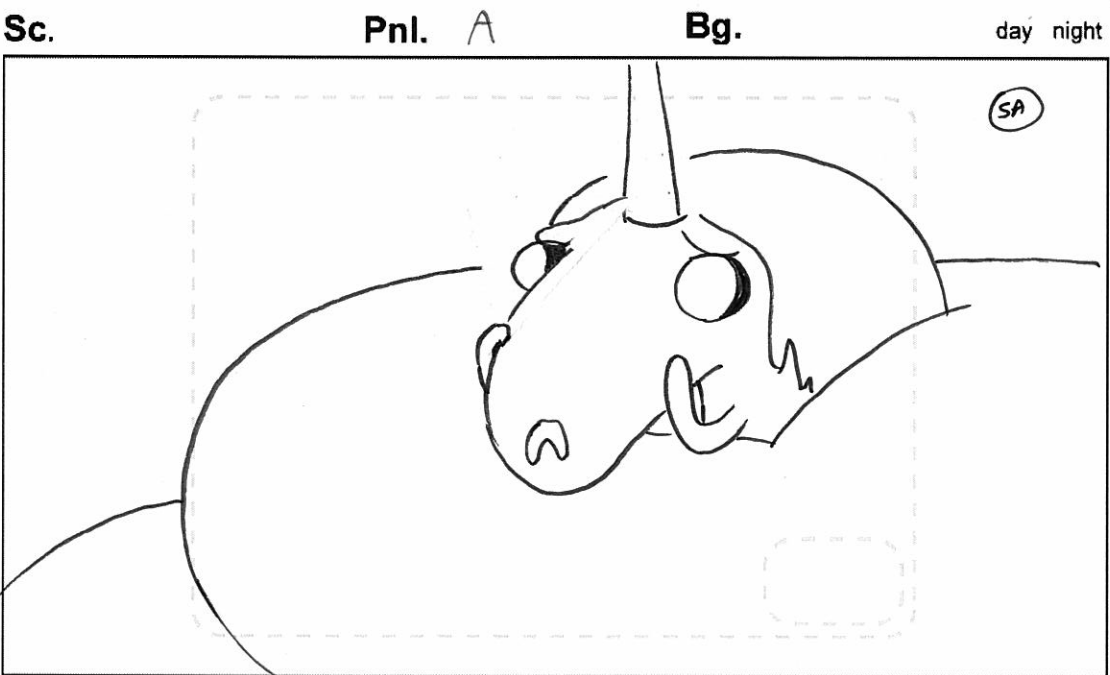
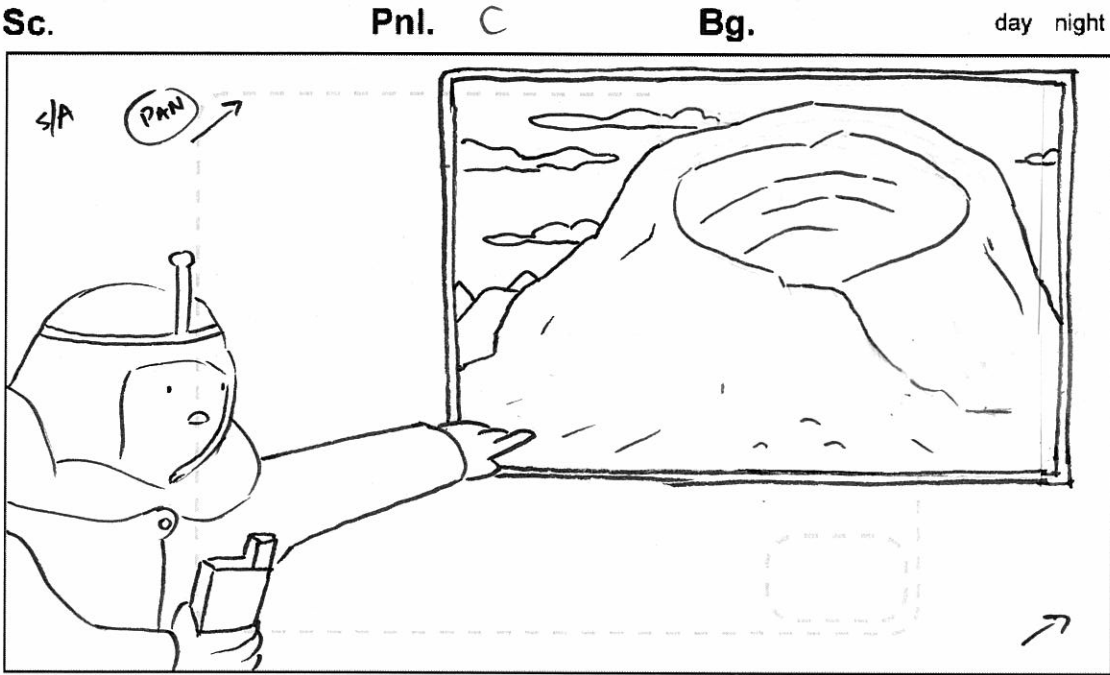
Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night	

Dialog:	PB: MY GPS SHOWS FINN AND JAKE	
Action:	- PB REACHES INTO HER COAT.	- PB PULLS OUT GPS DEVICE
Timing:		

EPISODE # 100098

Production :

ADVENTURE TIME



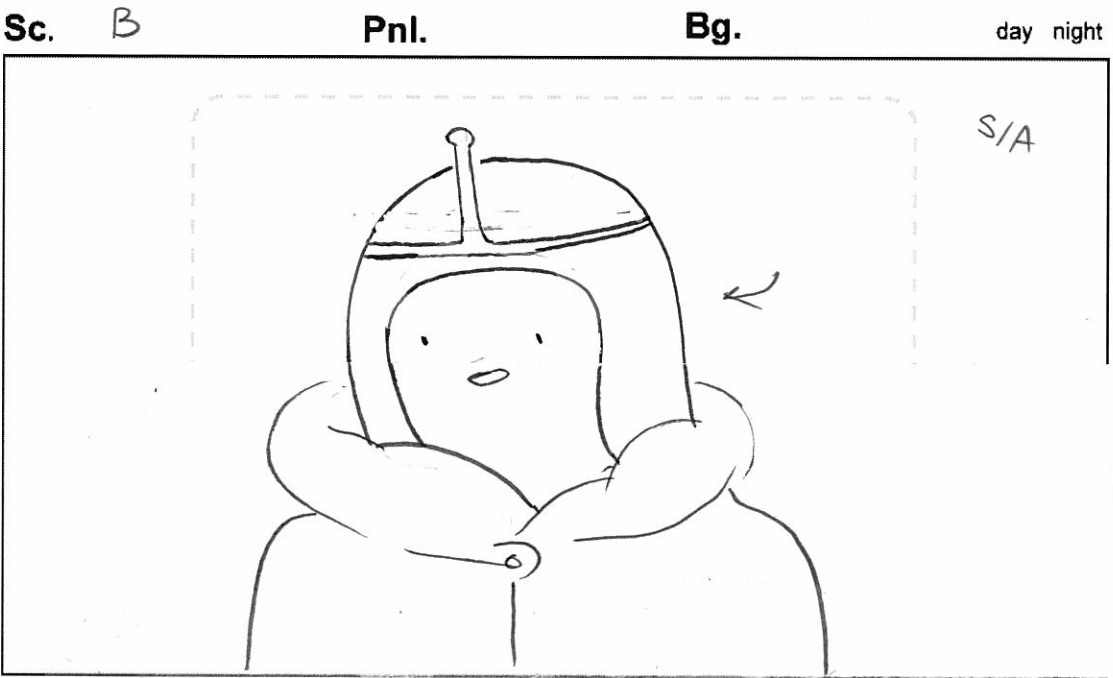
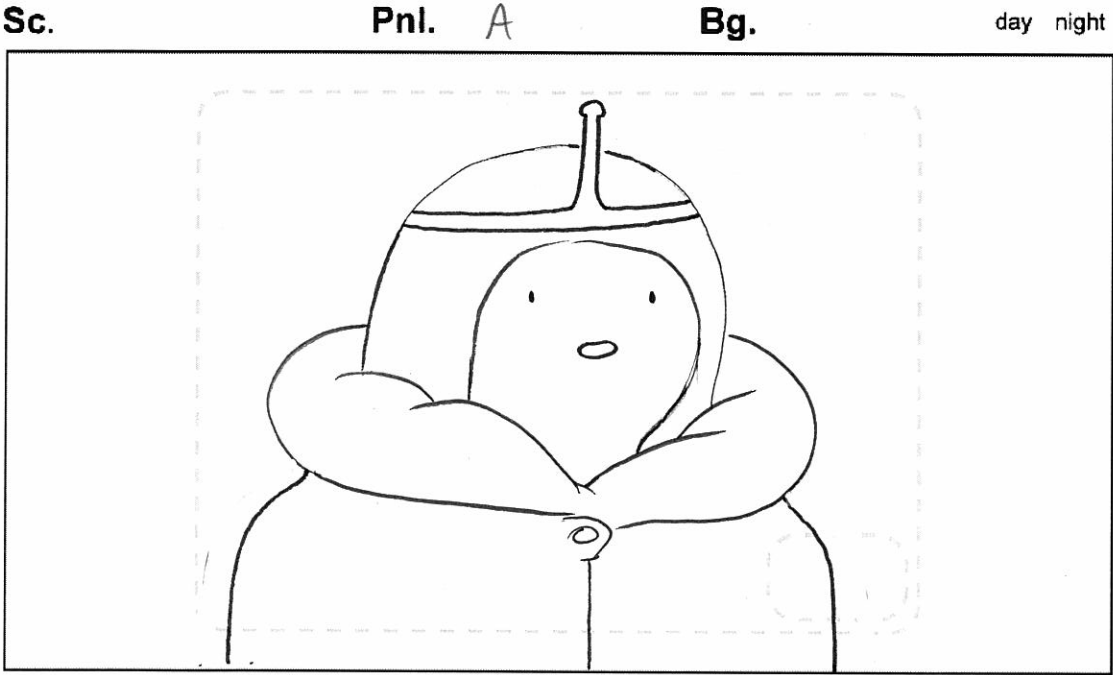
Dialog: OVER THERE...
PB: I think that's where the Ice King has them hostage.

Action: - PB POINTS TOWARDS ICE CAVE.
PAN W/ ACTION

Timing:

LADY: DO YOU THINK THEY ARE OK?

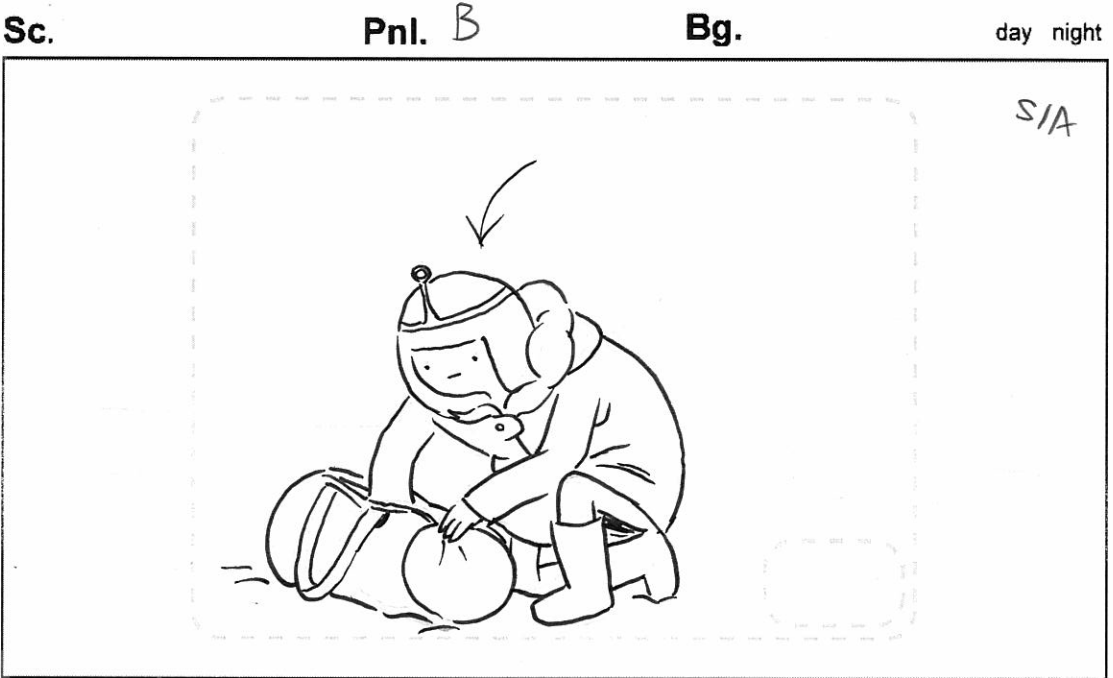
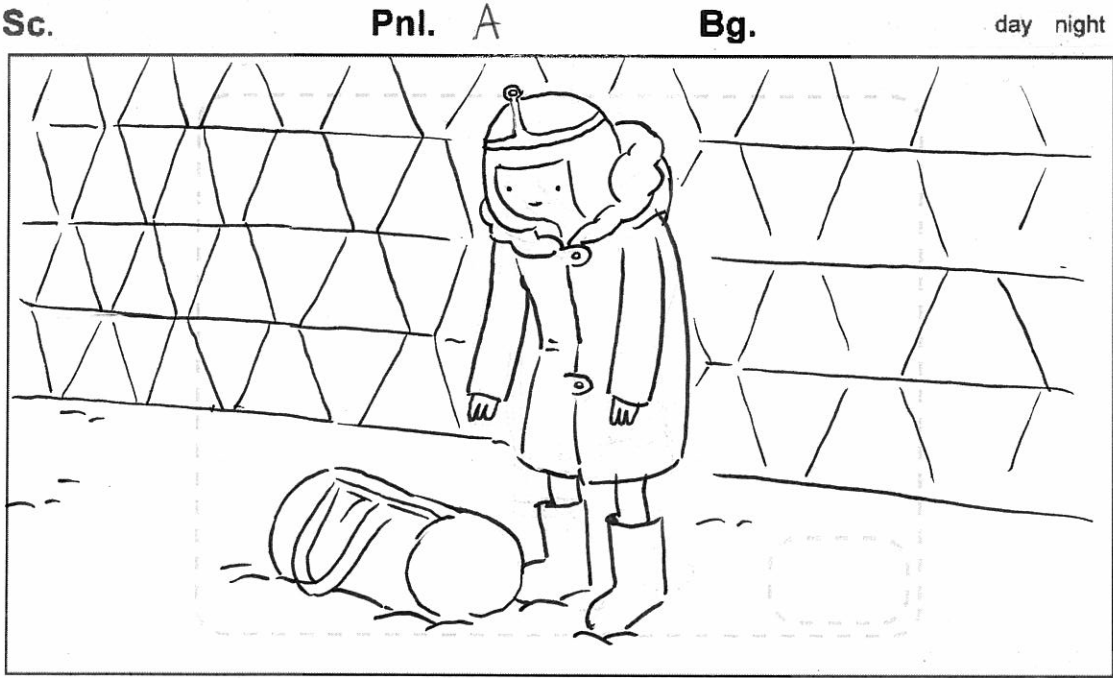
ADVENTURE TIME



Dialog:	<p><u>PB</u>: I'M SURE THE BOYS ARE FINE...</p> <p><u>PB</u> THE ICE KING ISN'T USUALLY A SERIOUS THREAT.</p>
Action:	<p>— PB TURNS AND LOOKS DOWN</p>
Timing:	

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ADVENTURE TIME



Dialog:
Action: - PB KNEELS DOWN AND OPENS BAG
Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	<p>PB: Besides, this'll be easy with the two of us.</p>	<p>PB: WE'VE GOT SCIENCE ON OUR SIDE,</p>
Action:		<p>- PB LIFTS A TEA KETTLE AND TEA CUP ON/S.</p>
Timing:		

ADVENTURE TIME



Page 14

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
	C								

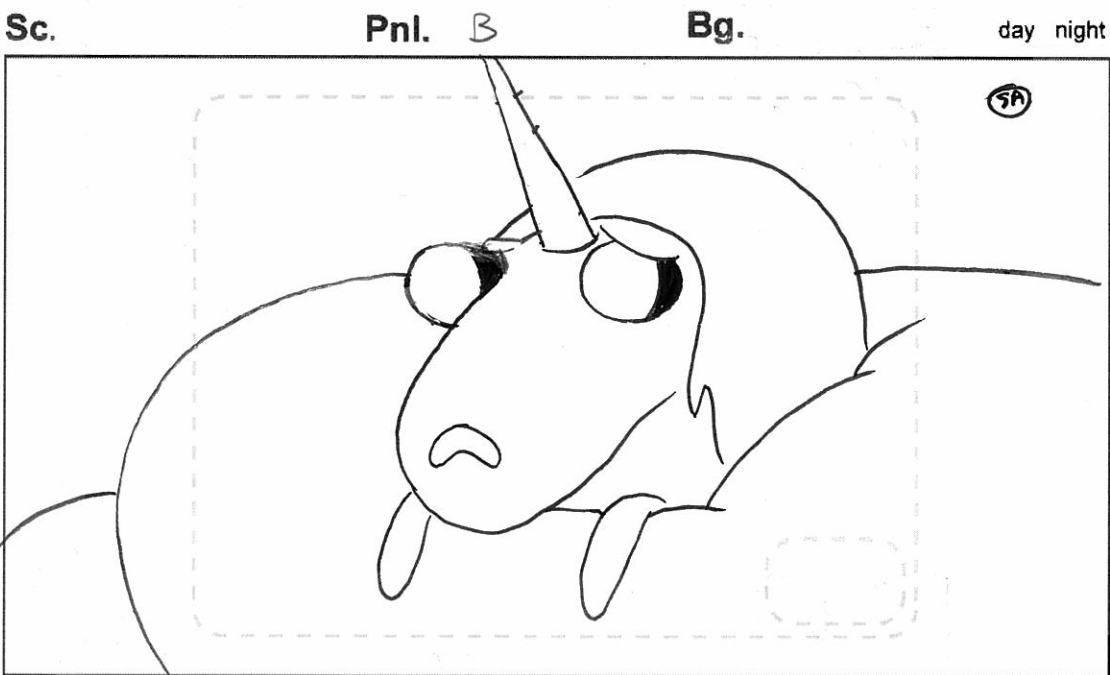
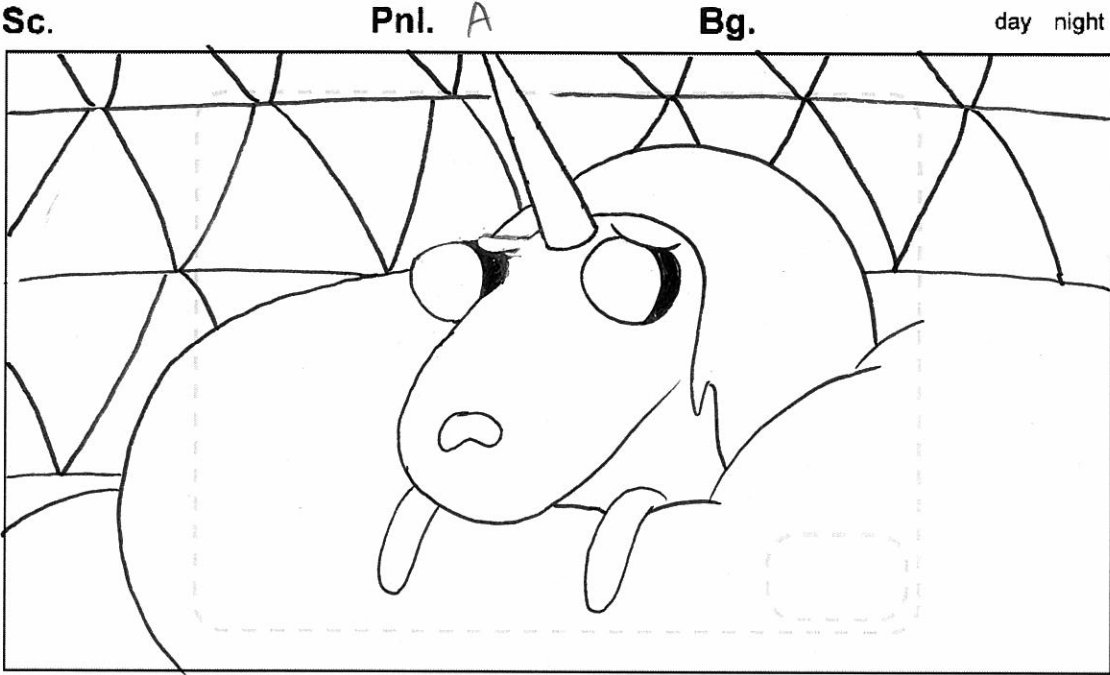
Dialog:
Action: - PB POURS TEA INTO CUP WITHOUT LOOKING.
Timing:

EPISODE #

Production :

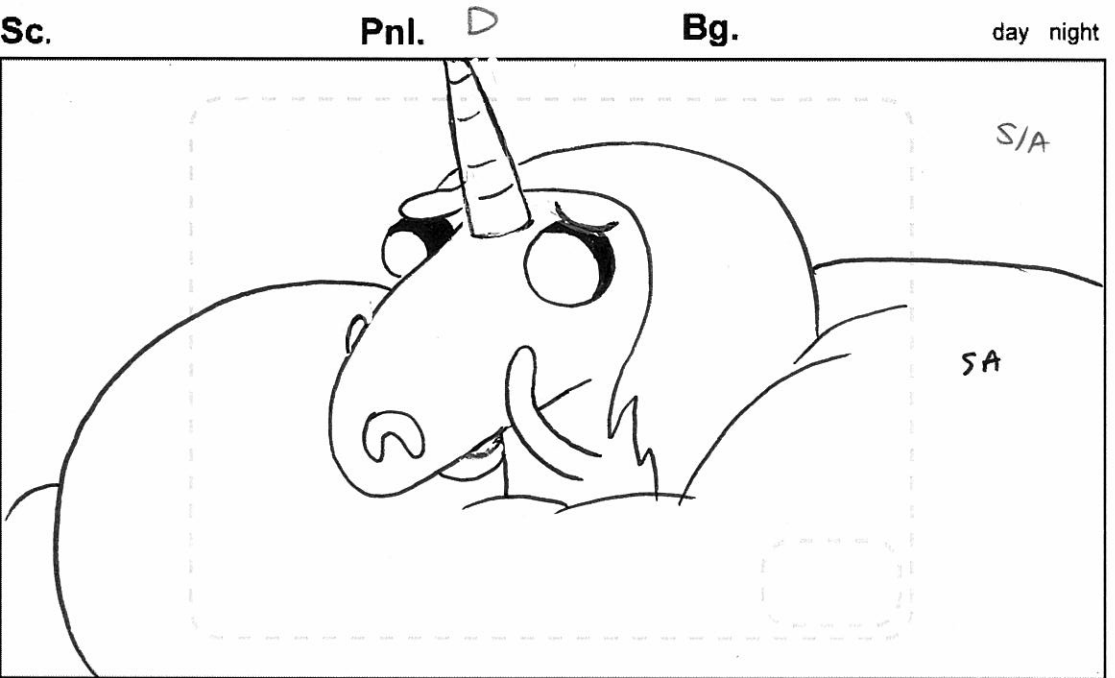
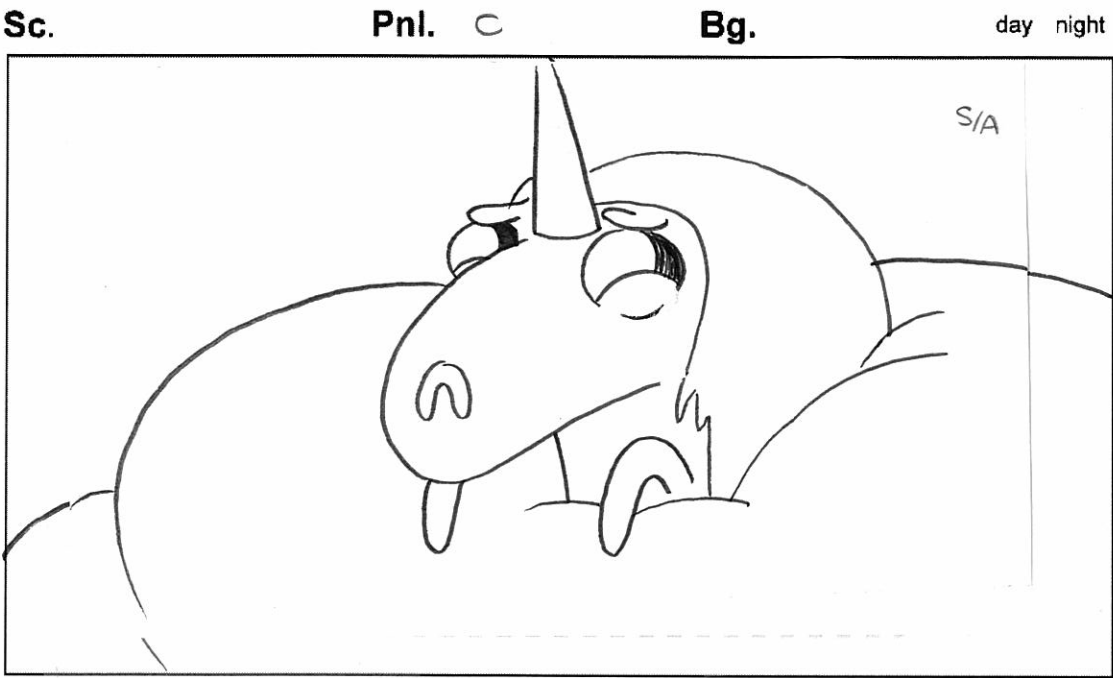
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ADVENTURE TIME



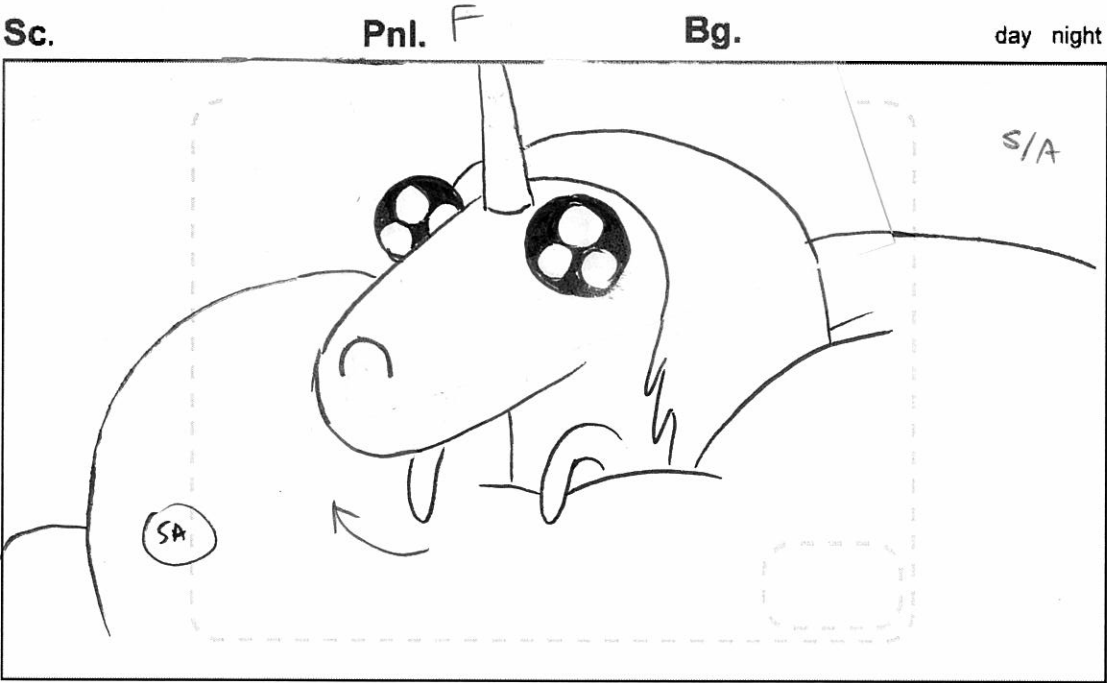
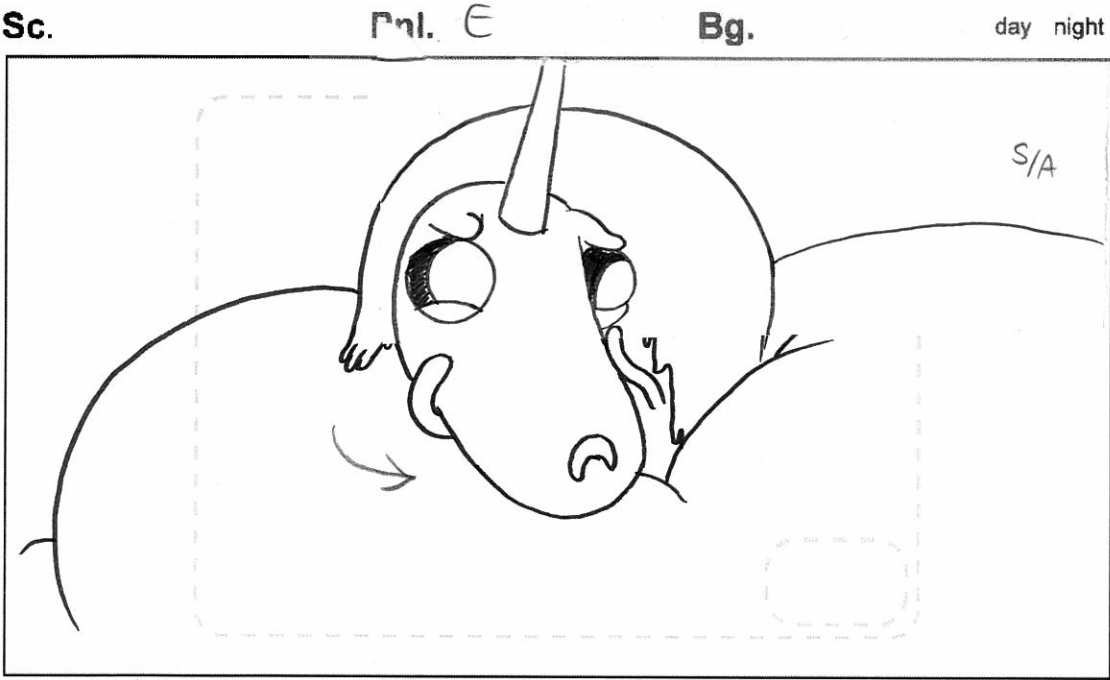
Dialog:
<div>LADY: BEFORE... JAKE WENT MISSING...</div> <div>L: I TOLD HIM HIS VERMICELLI NOODLES WERE TOO HARD...</div>
Action:
Timing:

ADVENTURE TIME



Dialog:	<p><u>LADY</u>: why did I say that?</p> <p><u>L</u>: WHAT IF SOMETHING BAD HAPPENED ?..</p>
Action:	
Timing:	

ADVENTURE TIME



Dialog:

L: AND THE LAST THING WE TALICED ABOUT
WAS HIS NOODLES BEING BAD...

Action:

— LADY WHIPS HER HEAD BACK.
EYES START TO WATER.

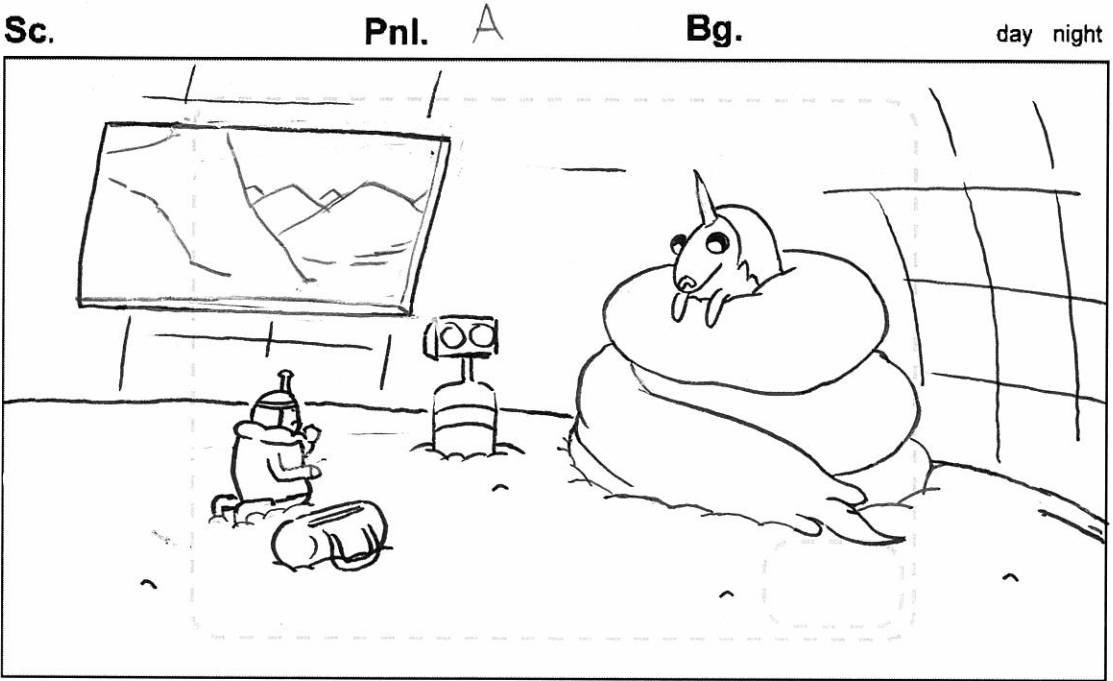
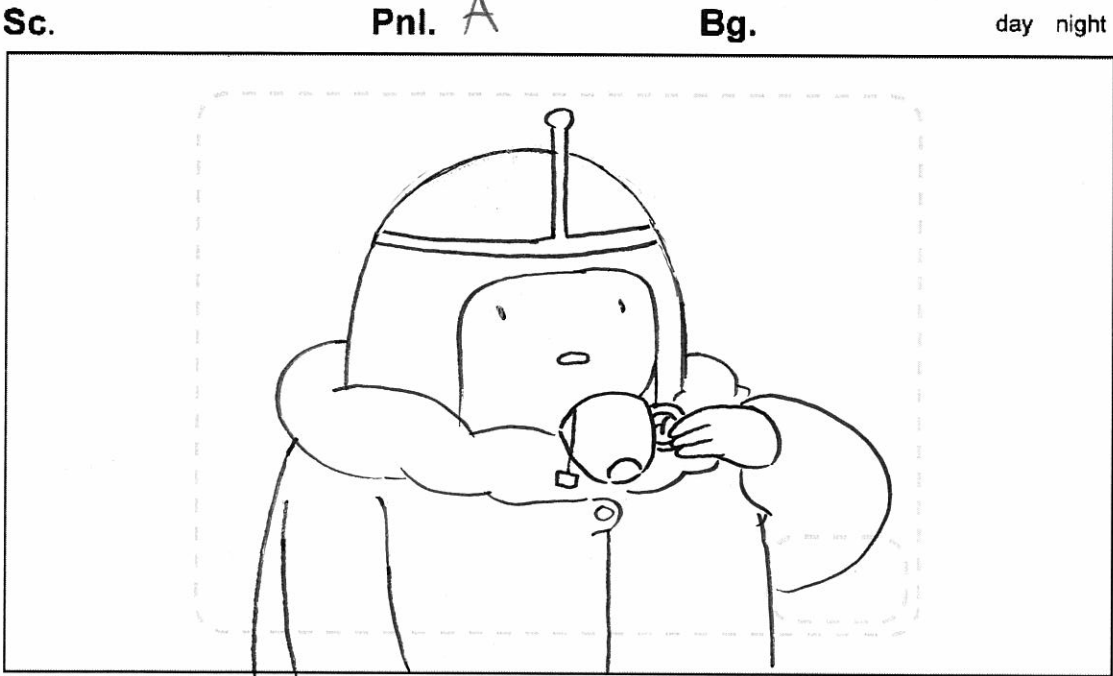
Timing:

100898

EPISODE #

Production :

ADVENTURE TIME



Dialog:	<p><u>PB</u>- it's OK LADY... JAKE KNOWS YOU LOVE him.</p> <p><u>LADY</u>: SORRY, I'M JUST UNDER A LOT OF NOODLES.</p>
Action:	
Timing:	

100898

EPISODE #

Production :

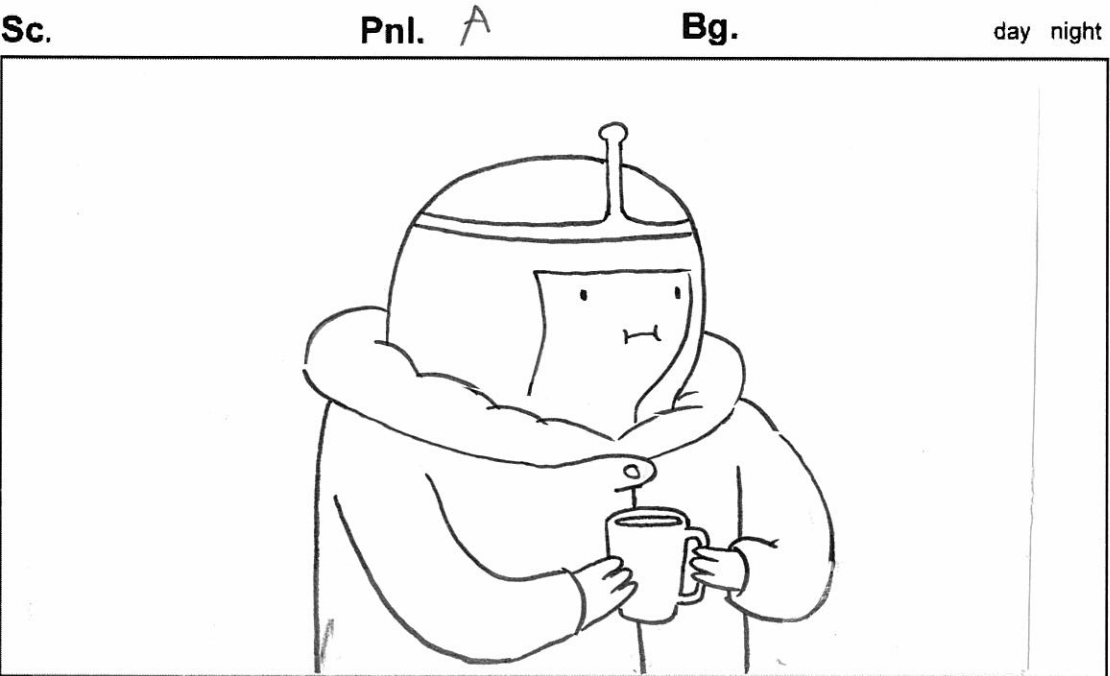
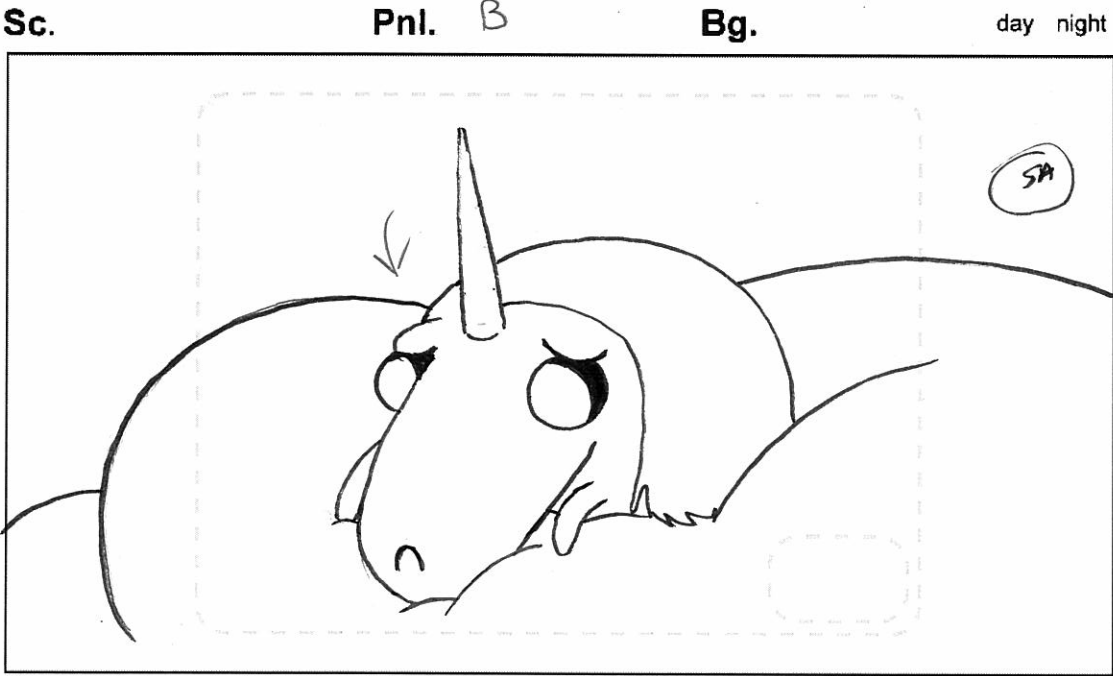
ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night

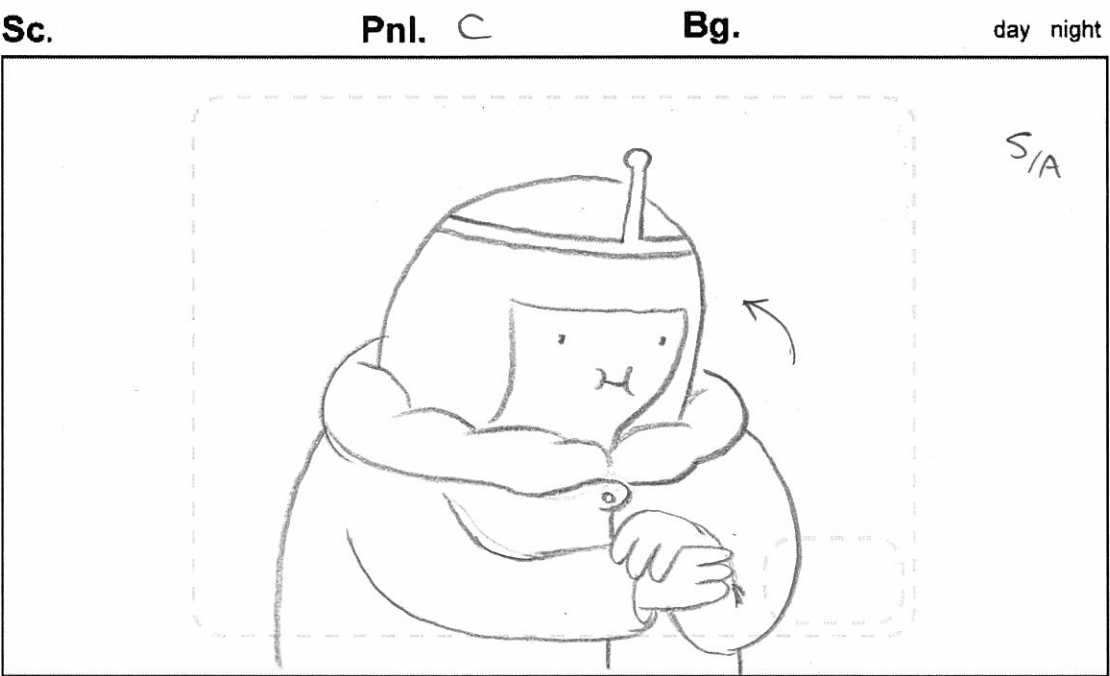
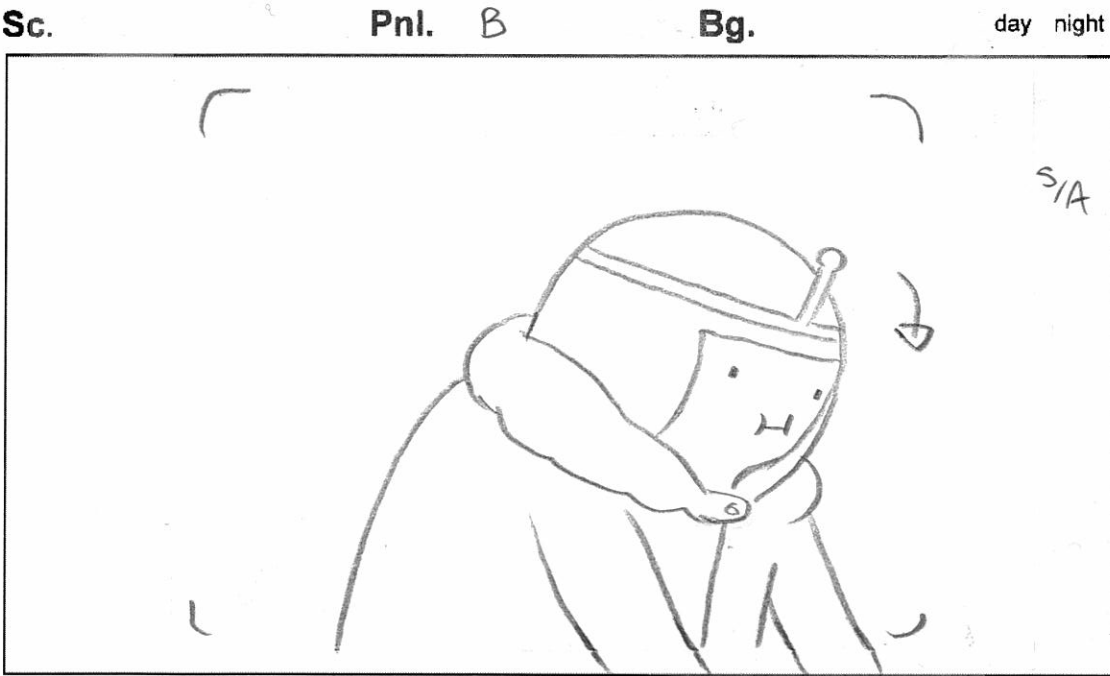
Dialog:
<u>PB</u> : Don't worry , just try to relax
Action:
Timing:

ADVENTURE TIME



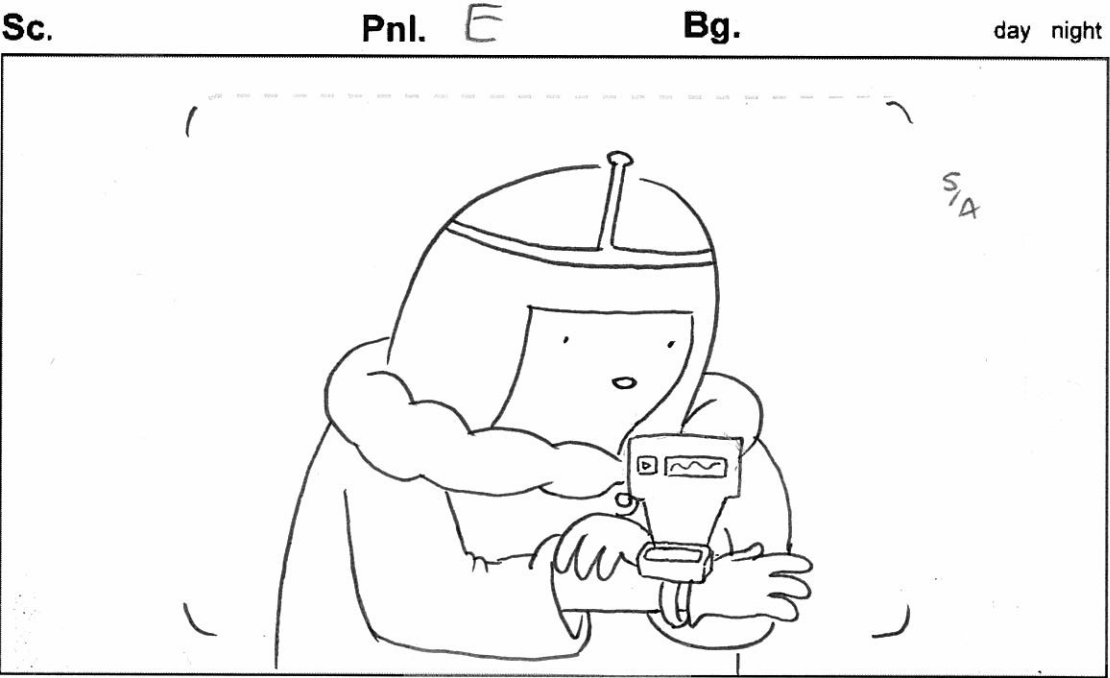
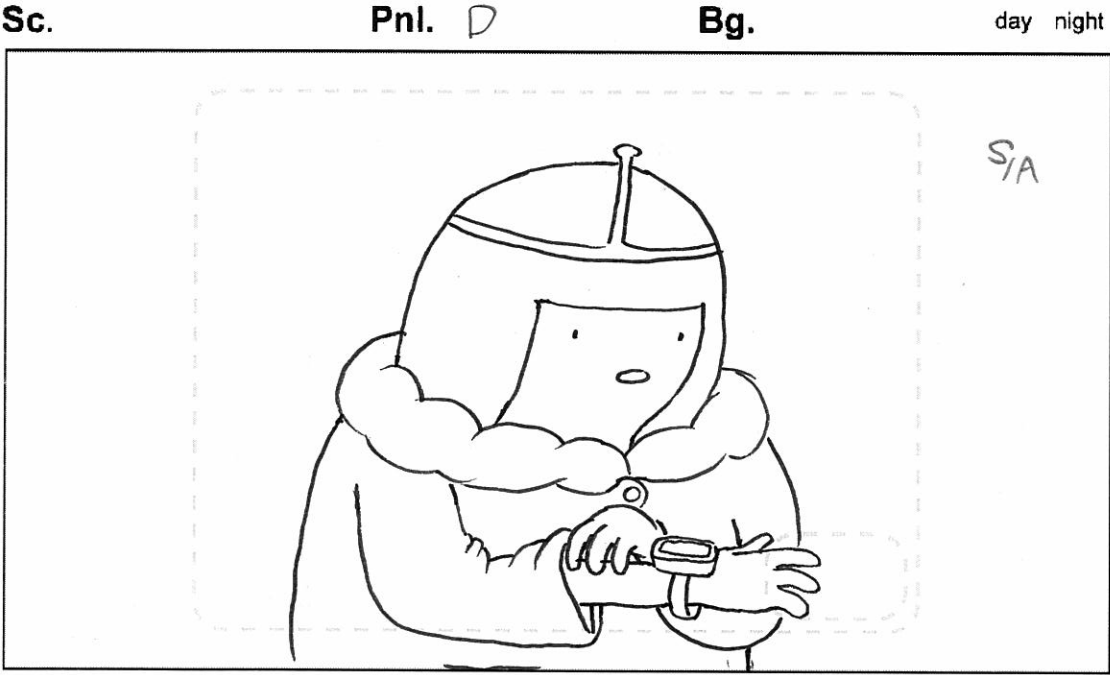
Dialog:
Action: <p>LADY RESTS HER HEAD ON HER BODY.</p>
Timing:

ADVENTURE TIME



Dialog:	Sfx: CLINK	
Action:	- PB LEANS DOWN TO PUT DOWN CUP	- SHE PUTS HER HAND ON HER SLEEVE.
Timing:		

ADVENTURE TIME



Dialog:

PB: I'll work on my holo-entry.

SFX: * VOOOP! *

Action:

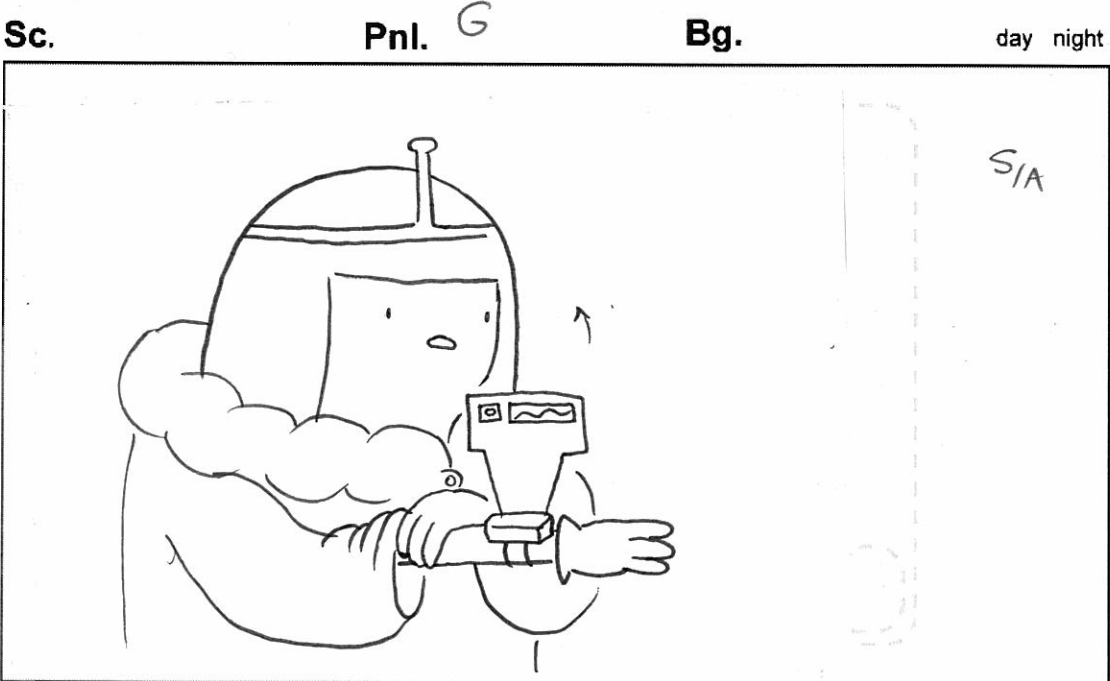
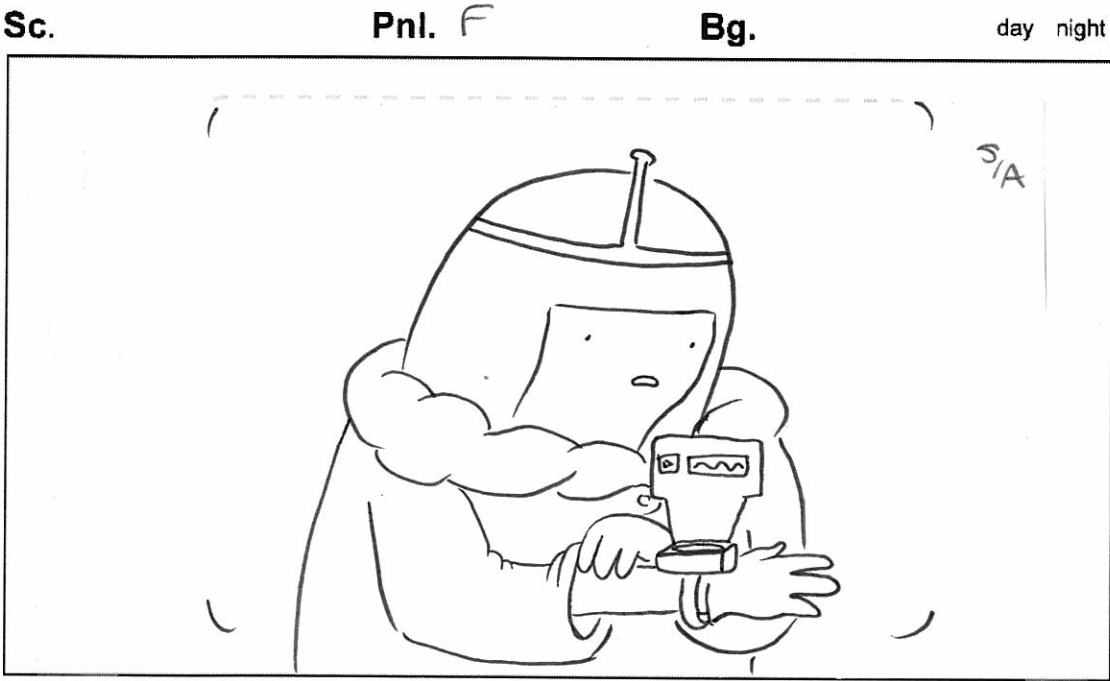
PB pulls back her sleeve.

Holo screen pops up

Timing:

100898
EPISODE #
Production :

ADVENTURE TIME



Dialog:

PB IT'S BEEN THREE DAYS SINCE
FINN + JAKE DISSAPPEARED
while battling the Ice King.

PB: I'VE ACTIVATED A SECRET GPS IN FINN'S
EAR, THAT HAS LED US HERE

(ALT) I'VE ACTIVATED A SECRET GPS, IMPLANTED
IN FINN'S EAR, THAT HAS LED US TO AN ICE CAVE...

Action:

she straightens up her back.

Timing:

① ②

SYMBOL CHANGES
FROM PAUSE TO
RECORD.

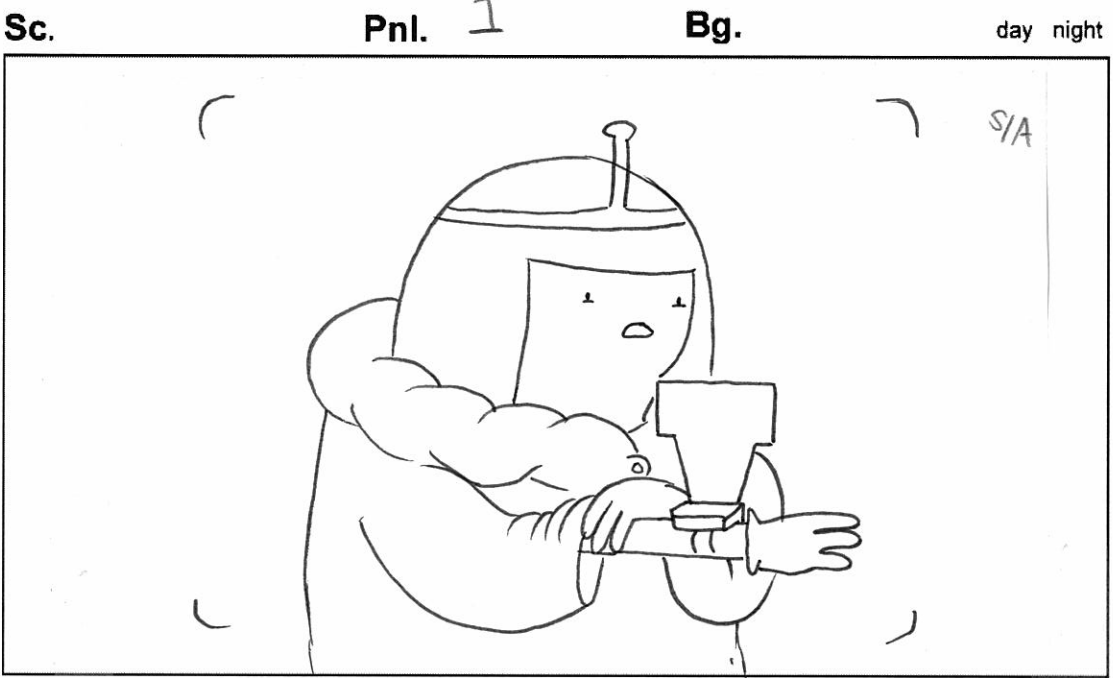
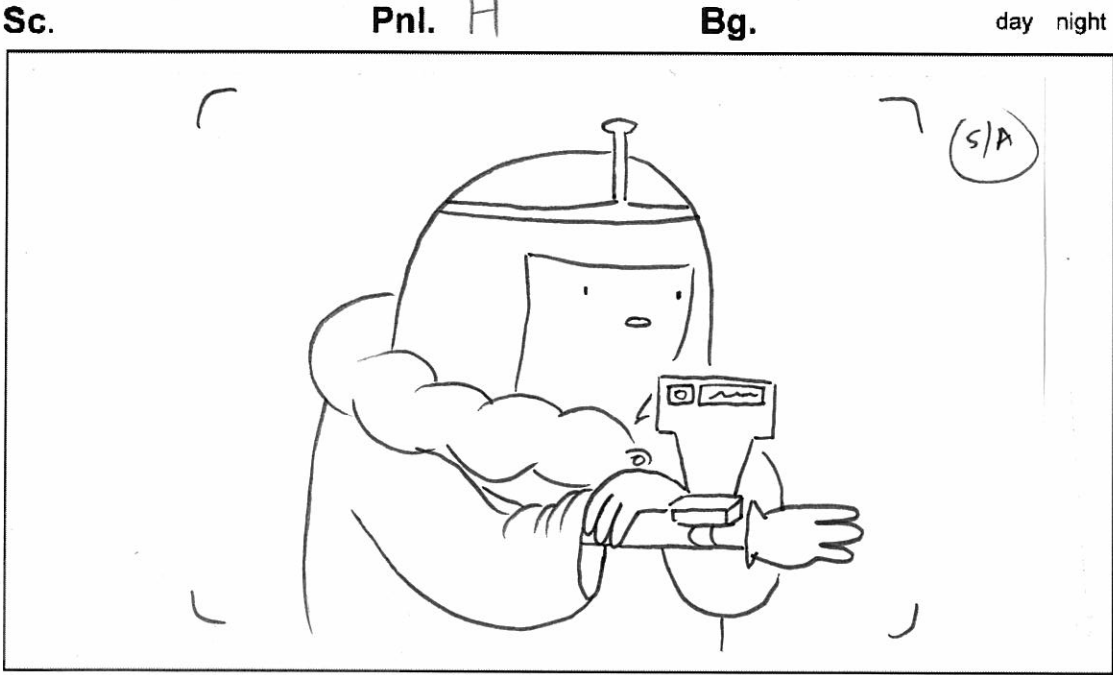
WAVE FORM MOVES
UP AND DOWN WHEN
SHE TALKS.

100898

EPISODE #

Production :

ADVENTURE TIME

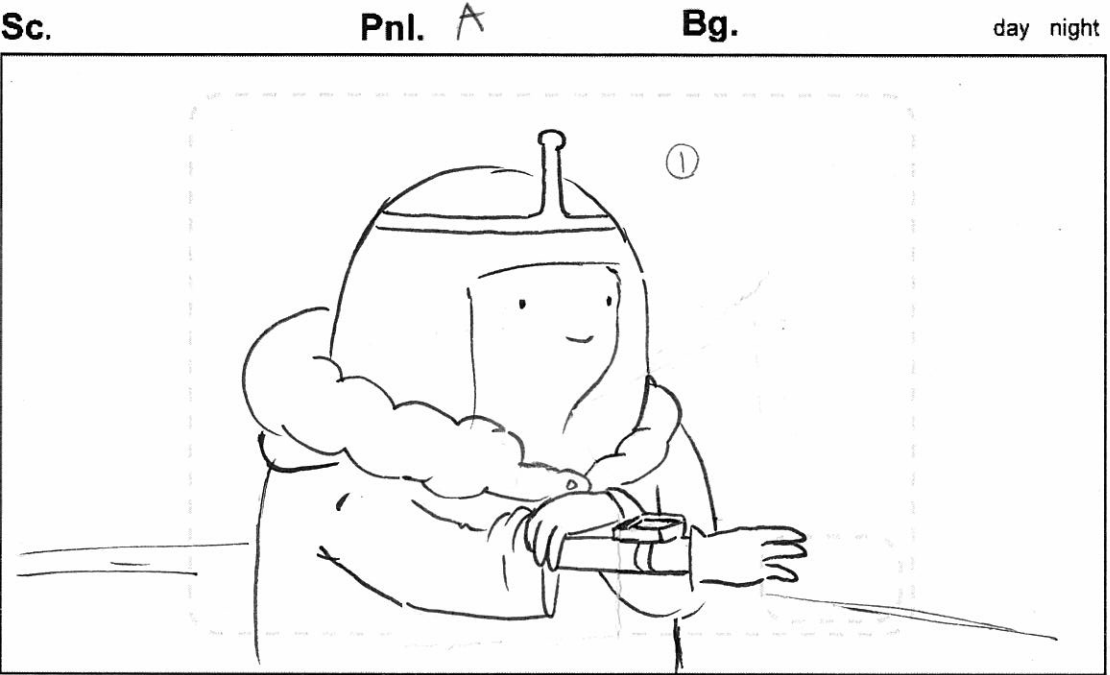
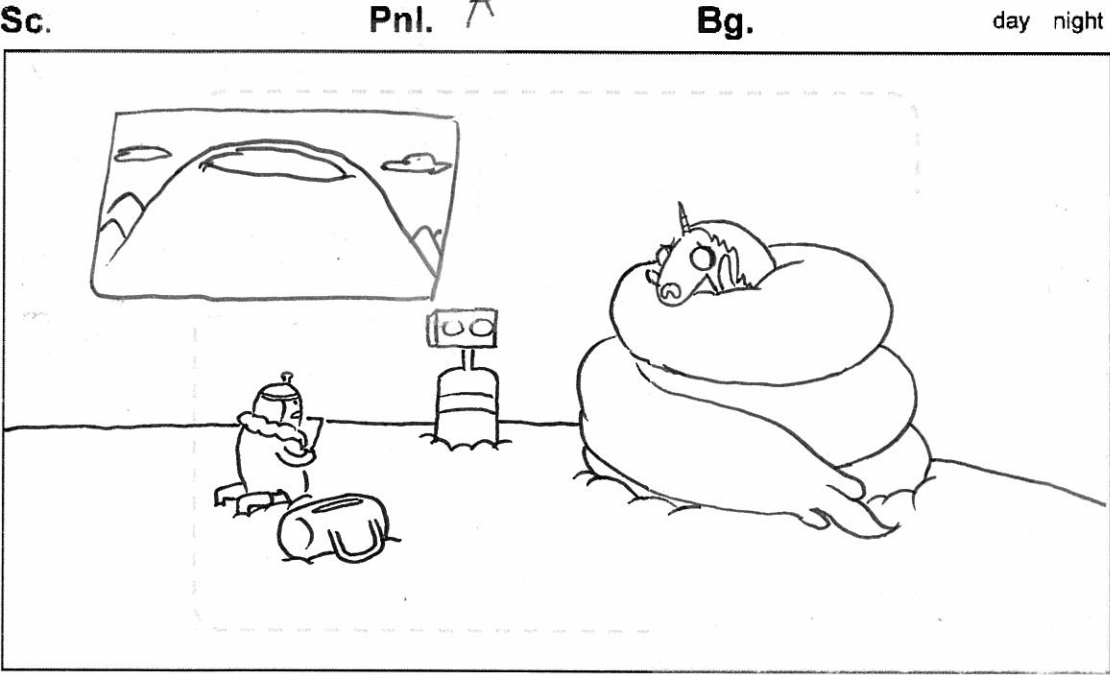


Dialog:
<p><u>PB</u>- I've spent hours calculating every POSSIBLE DANGER...</p> <p><u>PB</u>: AND AM well prepared.</p>
Action:
Timing:

EPISODE # 100898

Production :

ADVENTURE TIME



Dialog:

LADY: (OUTBURST) WHAT IF HE'S ATTACKING
THEM WITH KNIVES!?

Action:

-PB PULLS HER
SLEEVE BACK

Timing:

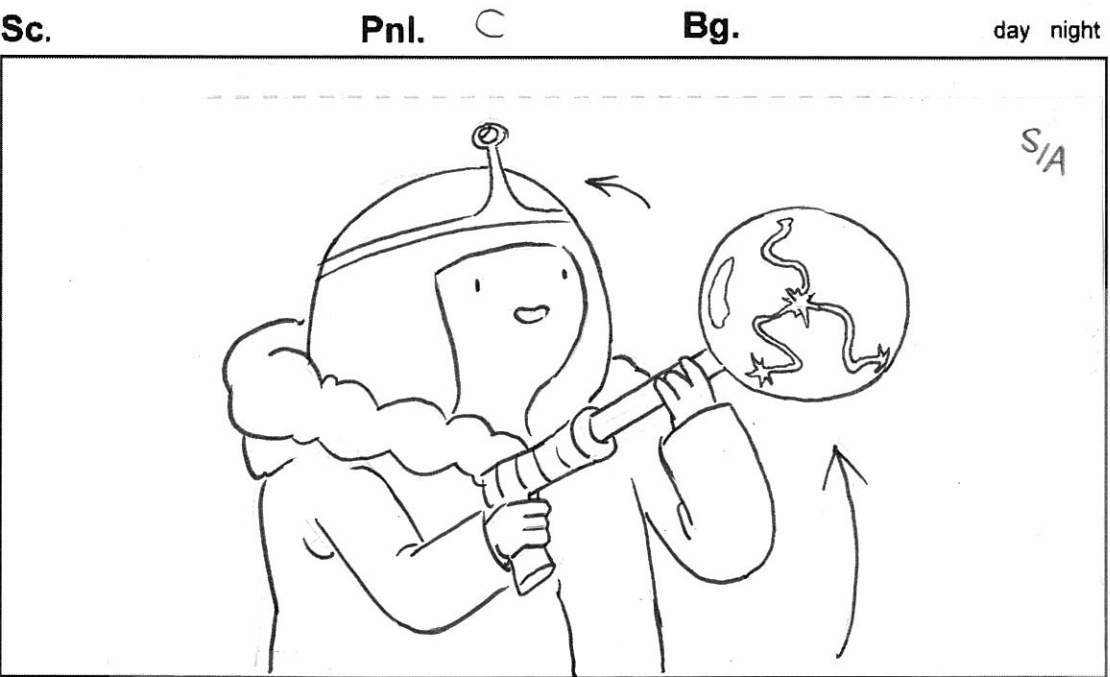
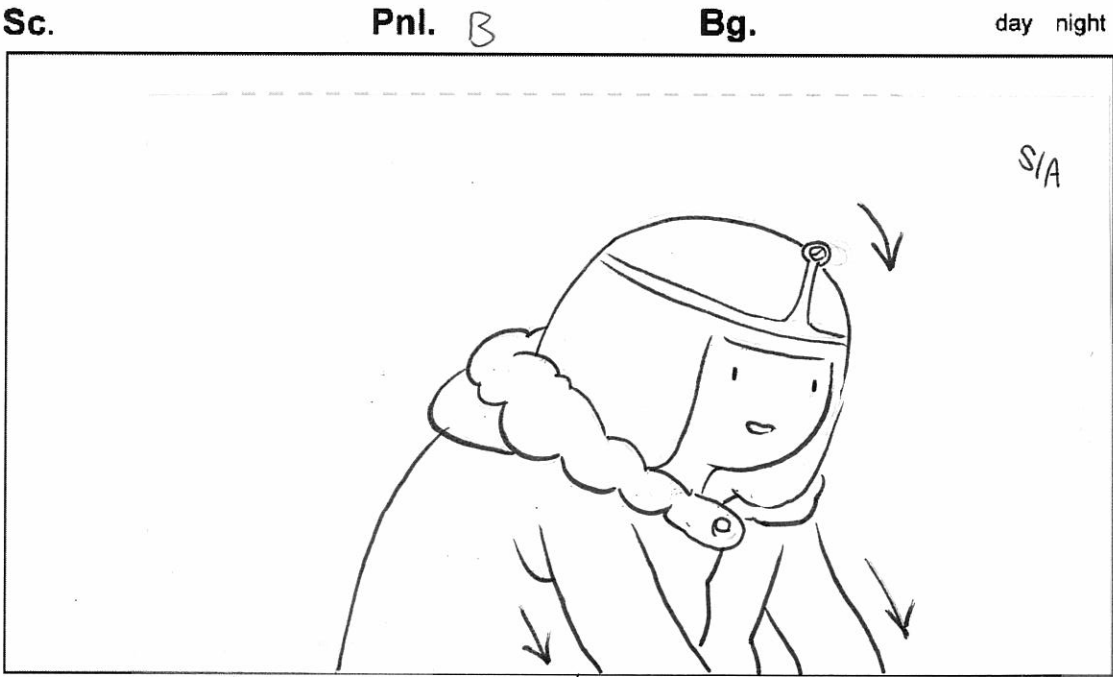


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ADVENTURE TIME



Page 25A



Dialog:

PB: THEN I'LL PULL OUT MY ...

PB: ELECTRODE GUN.

SFX: * ZZZT! *

Action:

-PB REACHES OFF/S

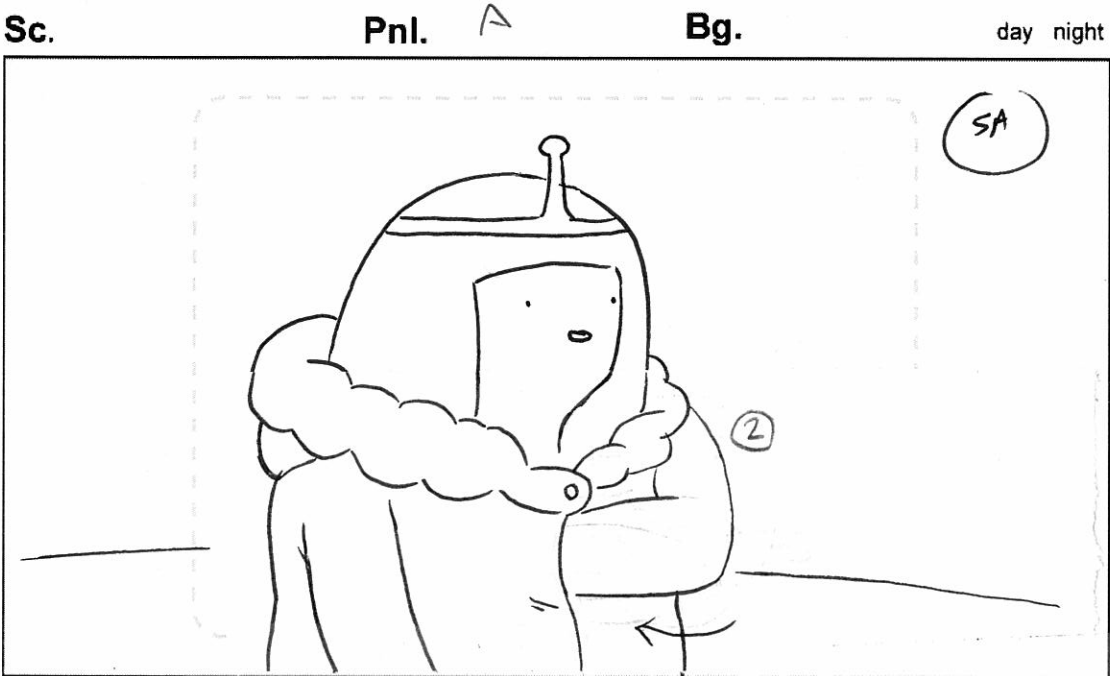
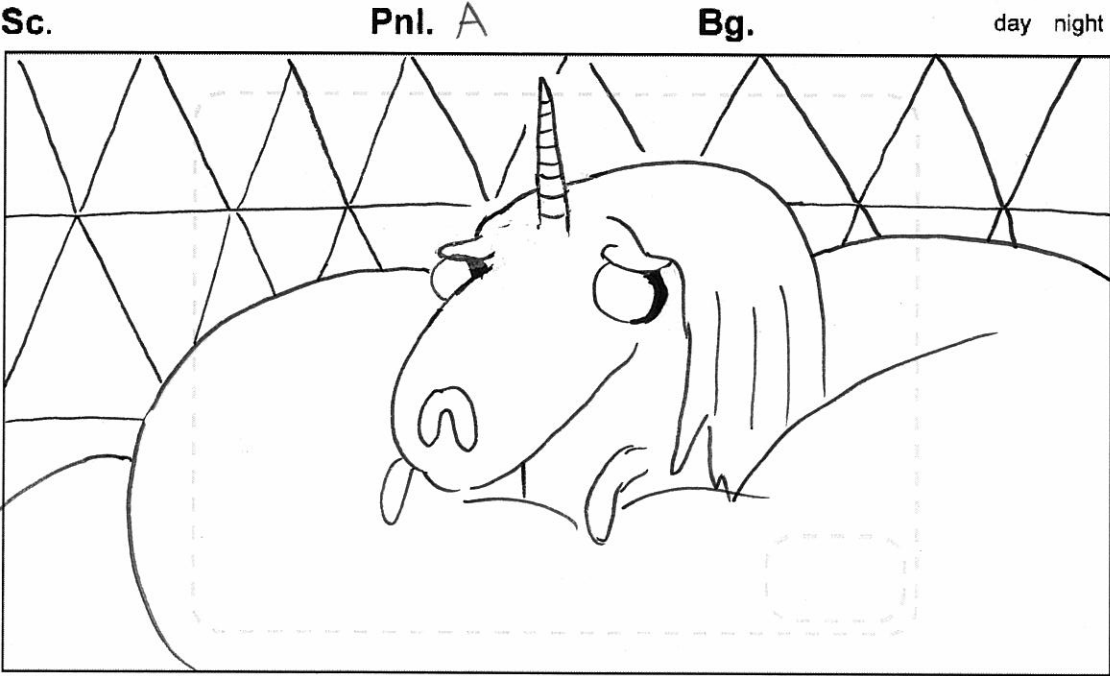
-PB PULLS ELECTRODE GUN ON/S

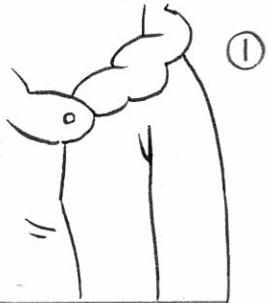
Timing:

EPISODE # 1008 - 98

Production :

ADVENTURE TIME



Dialog:	<p><u>LADY</u>: what if he throws them off a cliff?</p> <p><u>PB</u>: THEN I'LL PULL OUT MY...</p>
Action:	<p>-PB REACHES INTO COAT.</p> 
Timing:	

ADVENTURE TIME



Page 26 A

or transferred.

Sc.

Pnl. B

Bg.

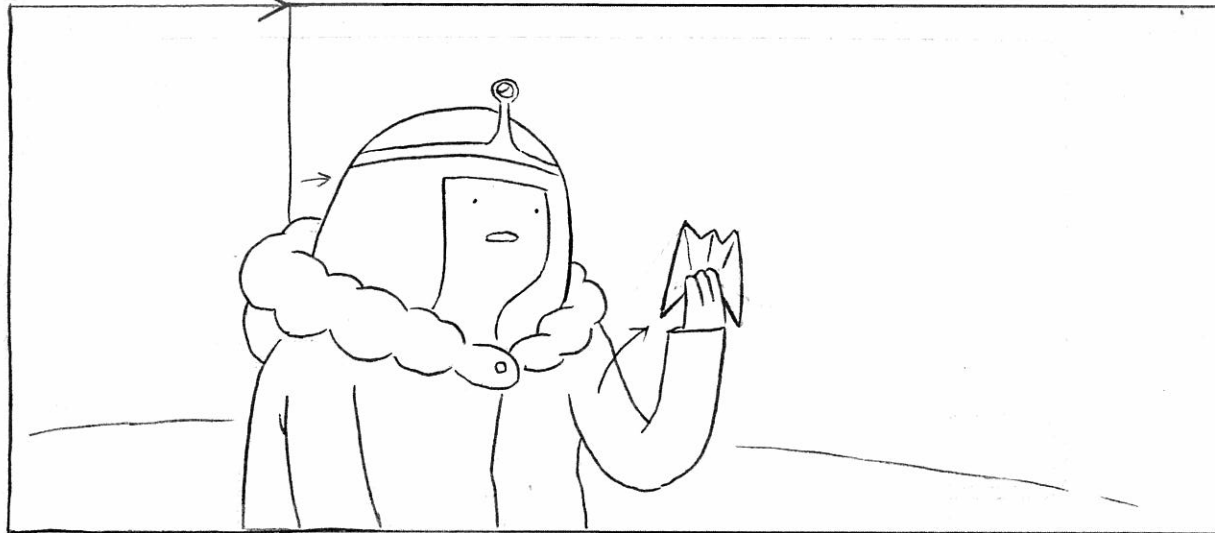
day night

Sc.

Pnl. C

Bg.

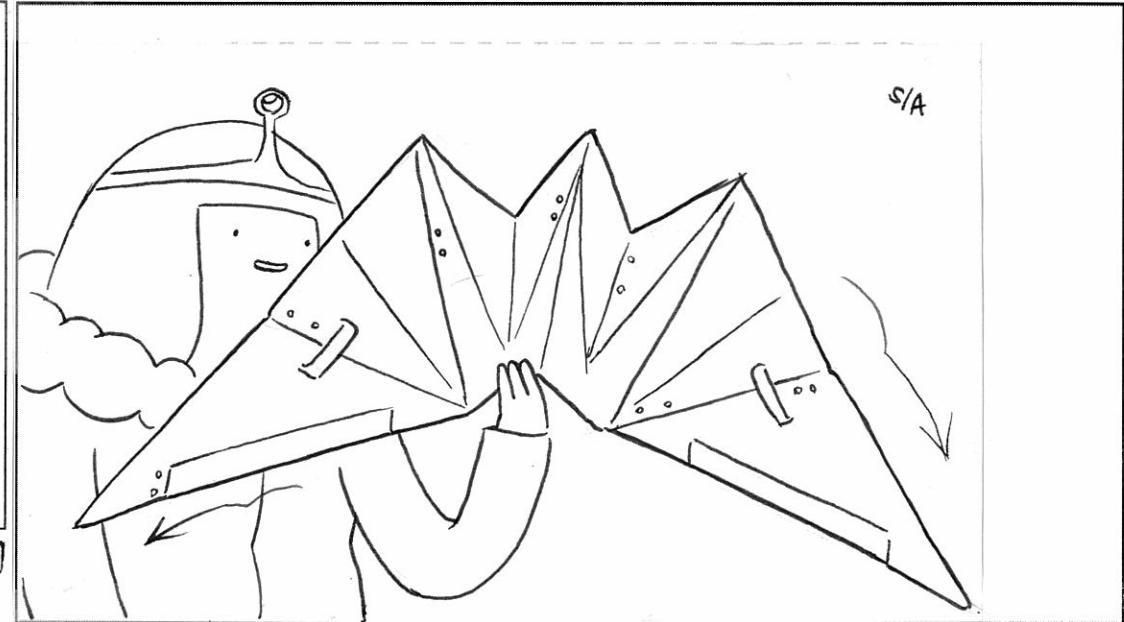
day night



START

ADJ

STOP



EPISODE # 1008-98

Dialog:

PB: POCKET GLIDER...

PB: AND SWOOP IN AFTER THEM...

SFX: *SHKK-SHKK*

Action: -PB PULLS OUT A TINY GLIDER,

-POCKET GLIDER UNFOLDS

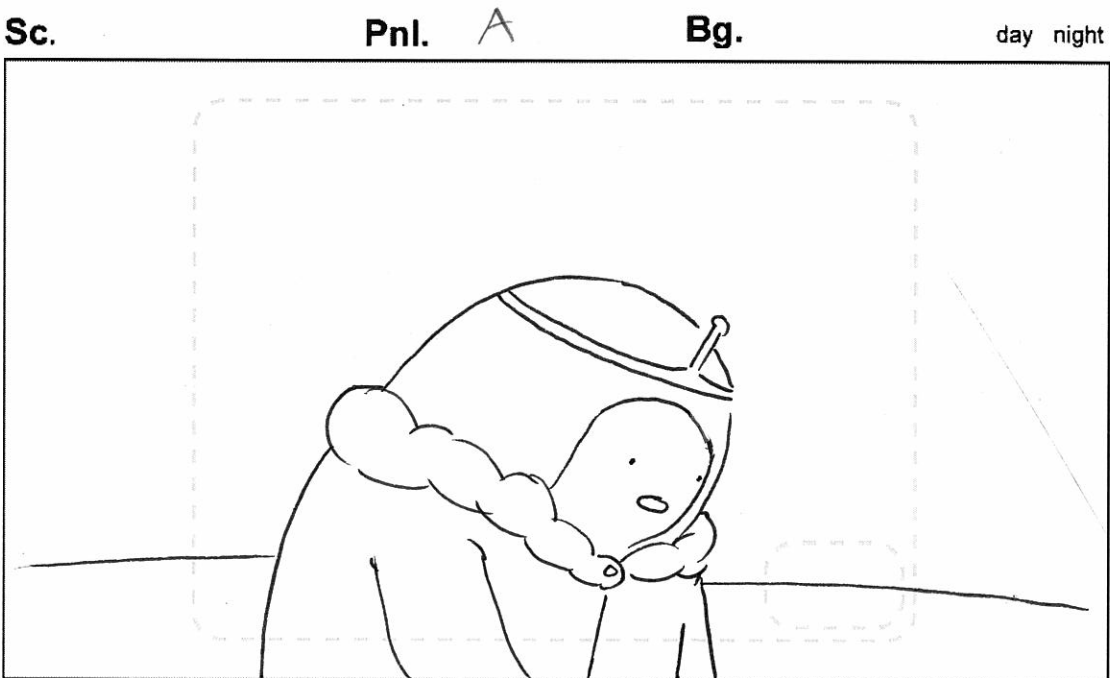
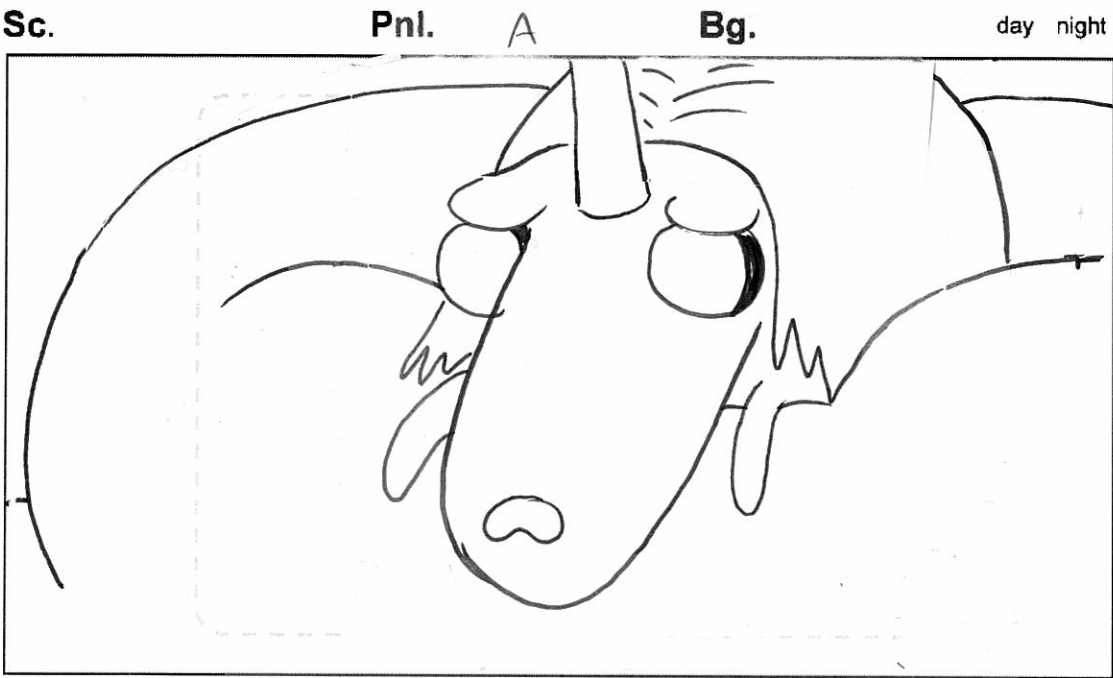
-ADJ. W/ACTION.

Timing:

Production :

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ADVENTURE TIME



Dialog:

LADY: WHAT IF HE COMES
AFTER YOU?

then
LADY : I'll USE my ...

Action:

Timing:

100898
EPISODE #
Production :

ADVENTURE TIME

Page 28

Sc.

Pnl. B

Bg.

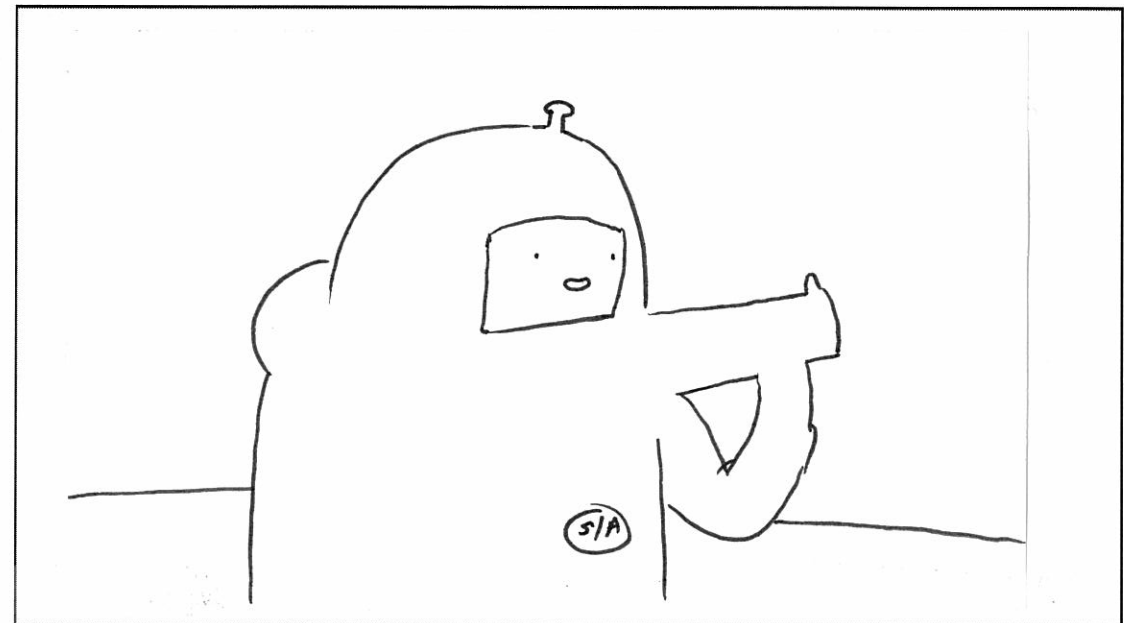
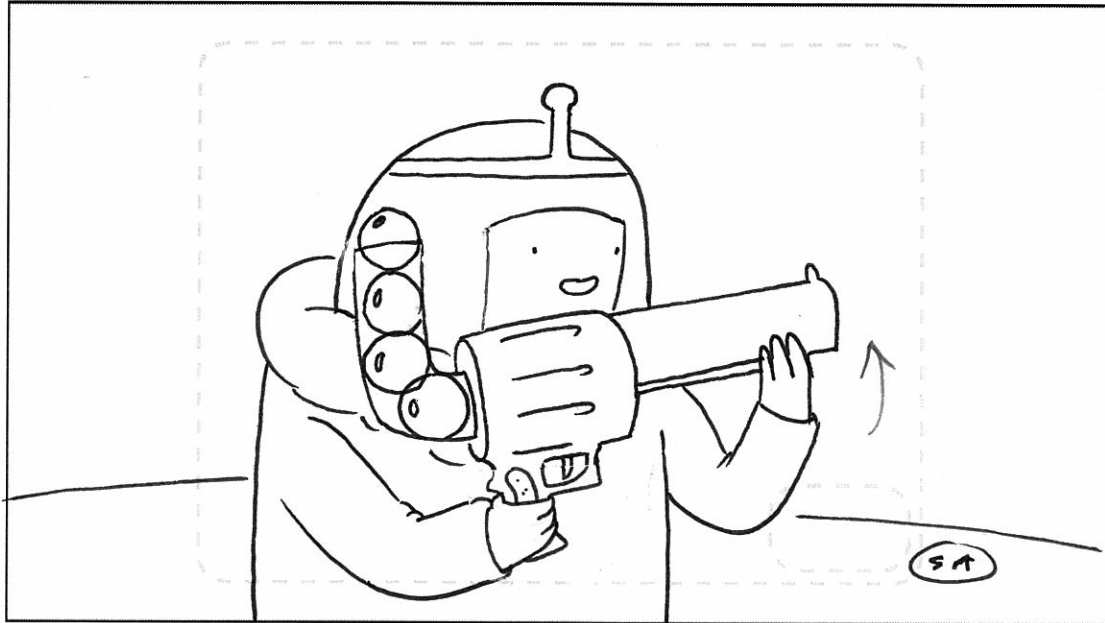
day night

Sc.

Pnl. C

Bg.

day night



Dialog:

P.B. BALL BUSTER

PB: ANDY, IT'll be fine,
we've got science on our side.

Action:

Timing:

10898

EPISODE #

Production :

ADVENTURE TIME



Sc.	Pnl.	A	Bg.	day	night	Sc.	Pnl.	B	Bg.	day	night

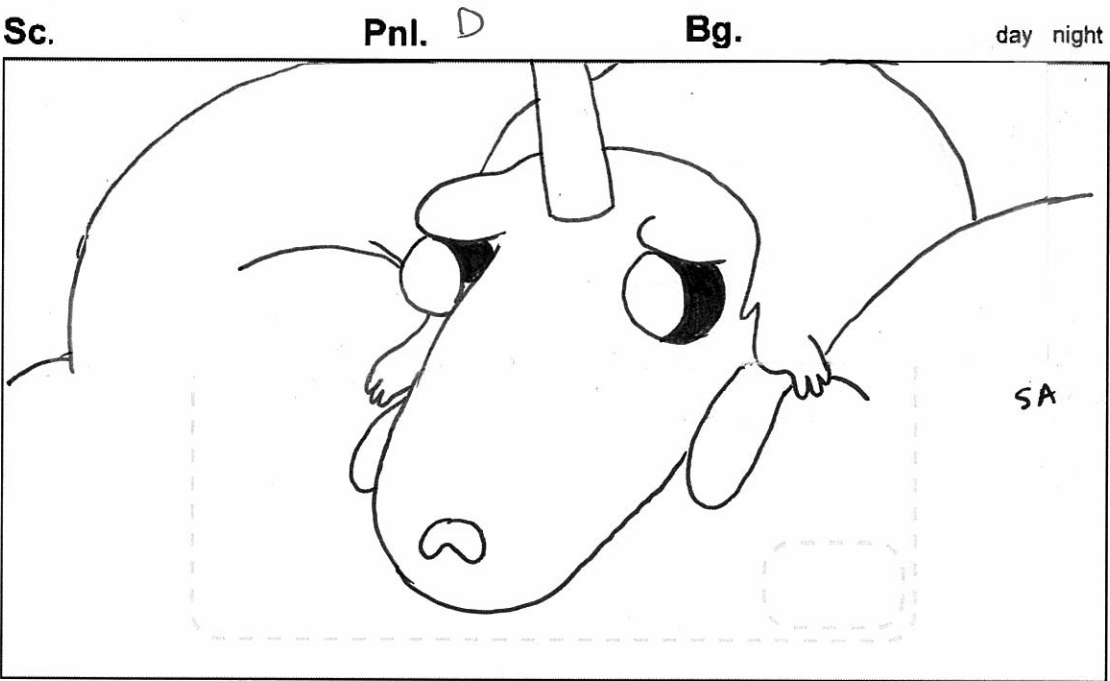
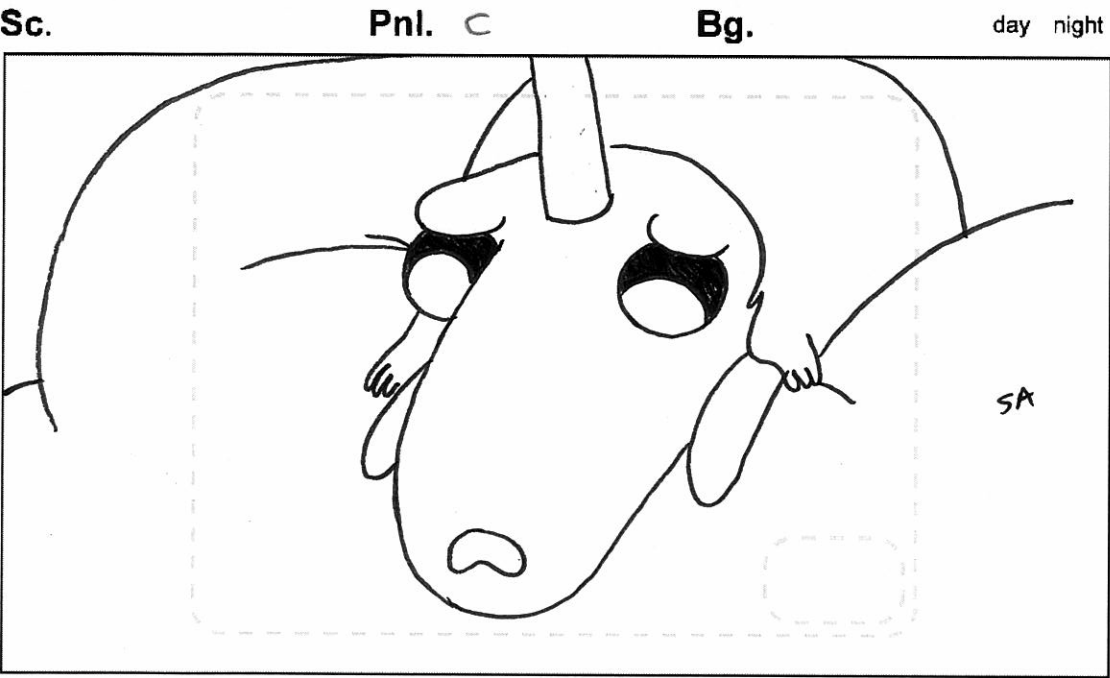
Dialog:	<div>LADY: eh... you're right...</div> <div>L: I CAN GET TOO WORRIED.</div>
Action:	<div>LADY leans down on her body (SUBTLE)</div>
Timing:	

100898

EPISODE #

Production :

ADVENTURE TIME



Dialog:

(SLOW/DRAMATIC)
L: Sometimes... I have these dreams
where zombies are attacking my home.

L: MY WHOLE FAMILY IS IN THE HOUSE.
AUNTS, UNCLLES, COUSINS -

Action:

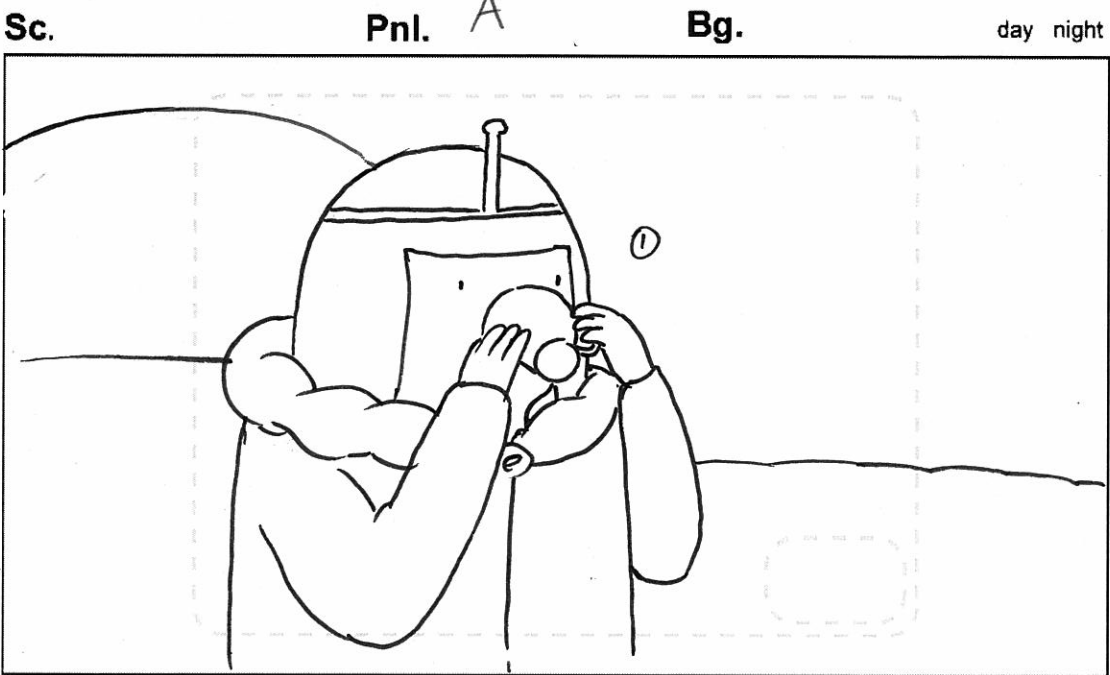
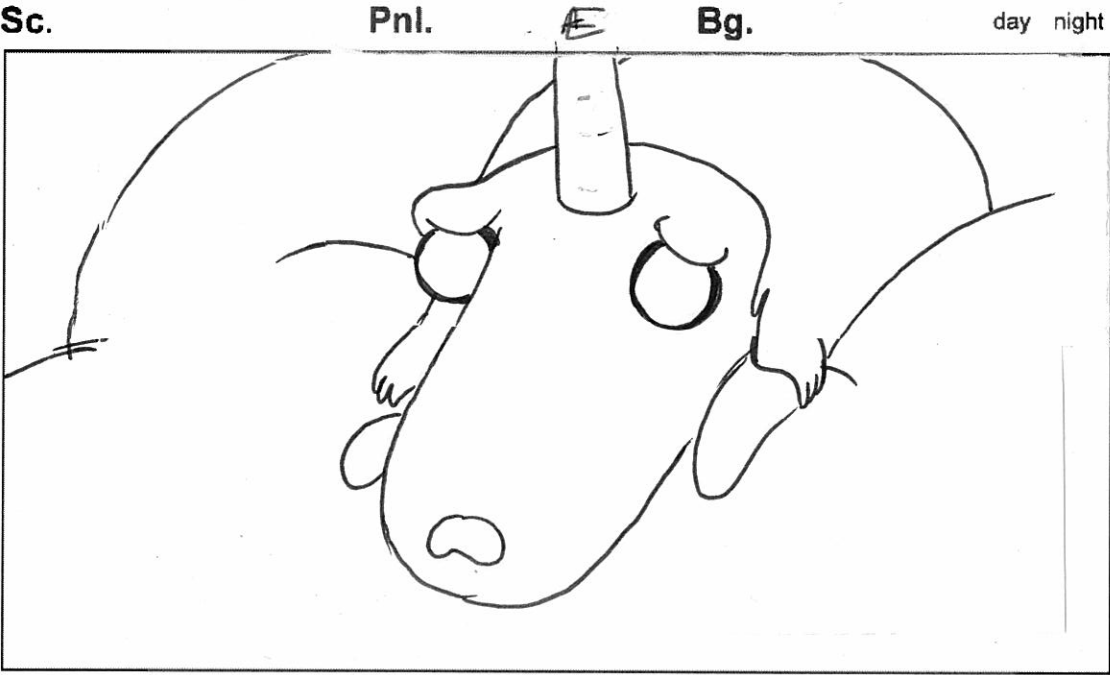
LADY'S EYES SLOWLY MOVE LEFT
(AS SUBTLY AS POSSIBLE)

Timing:

100898
EPISODE #
Production :

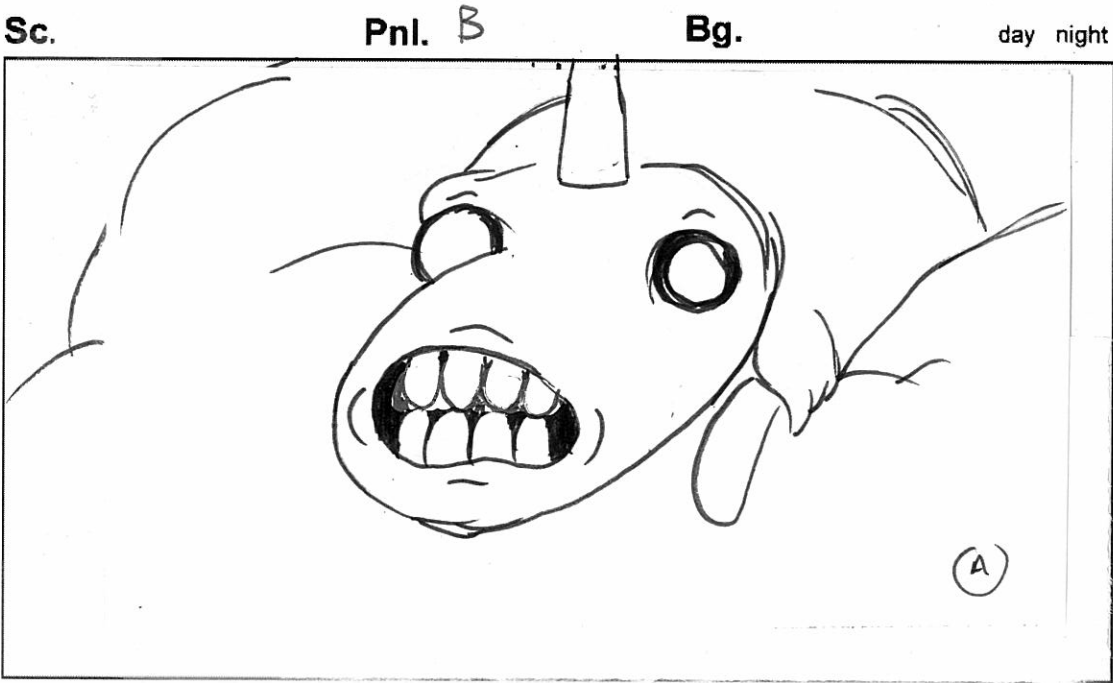
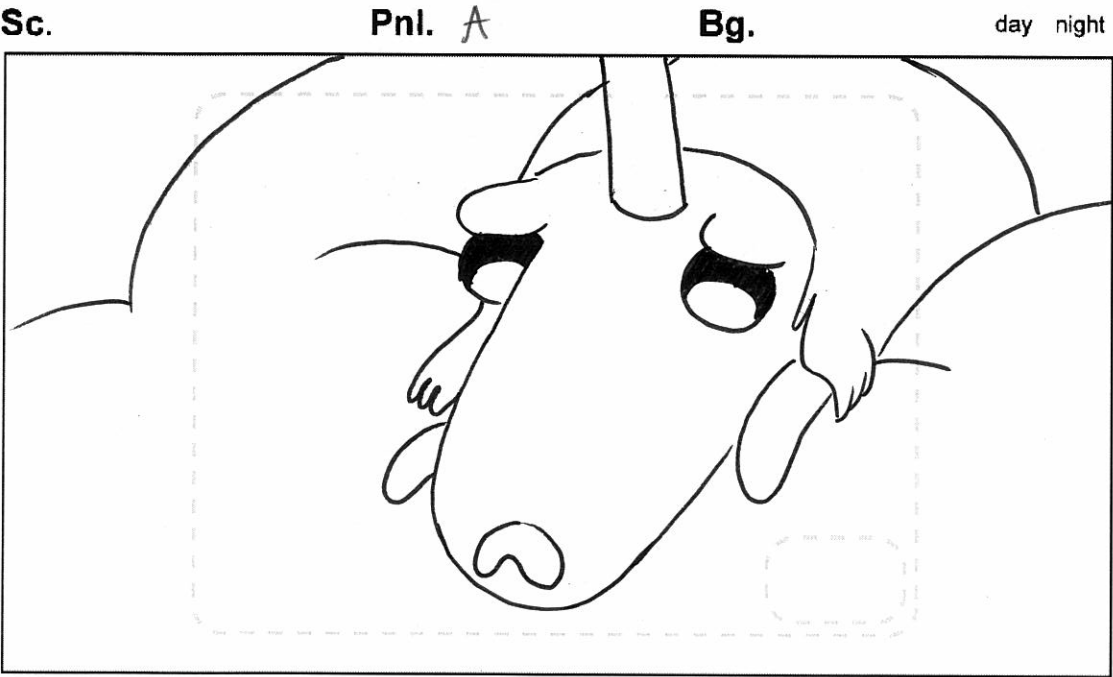
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ADVENTURE TIME



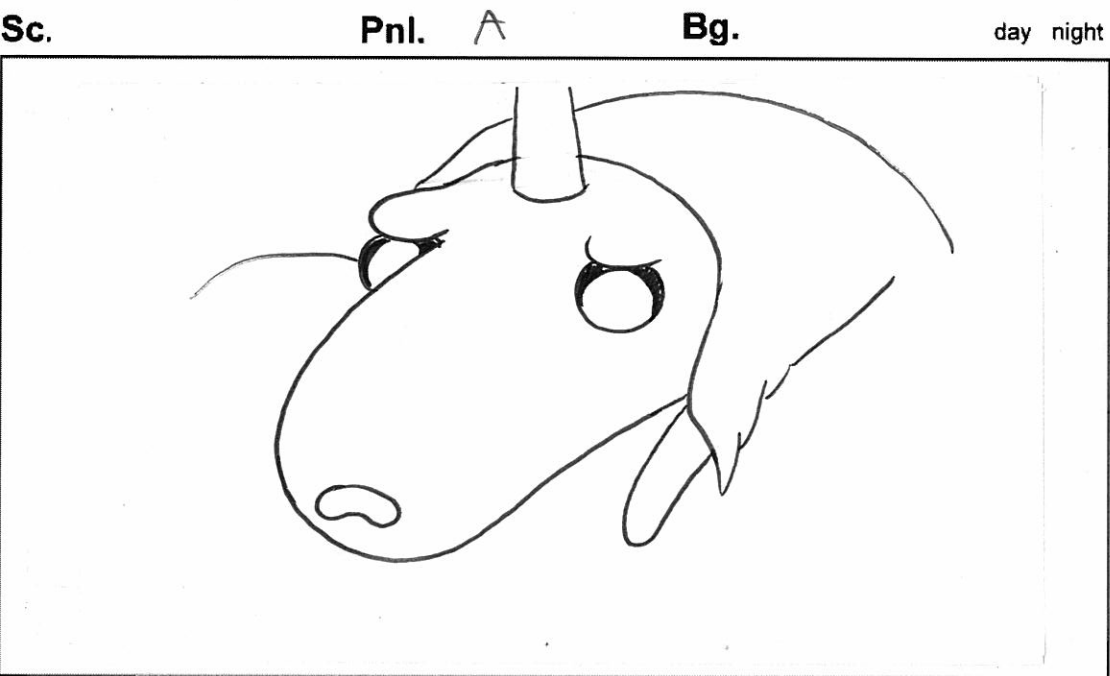
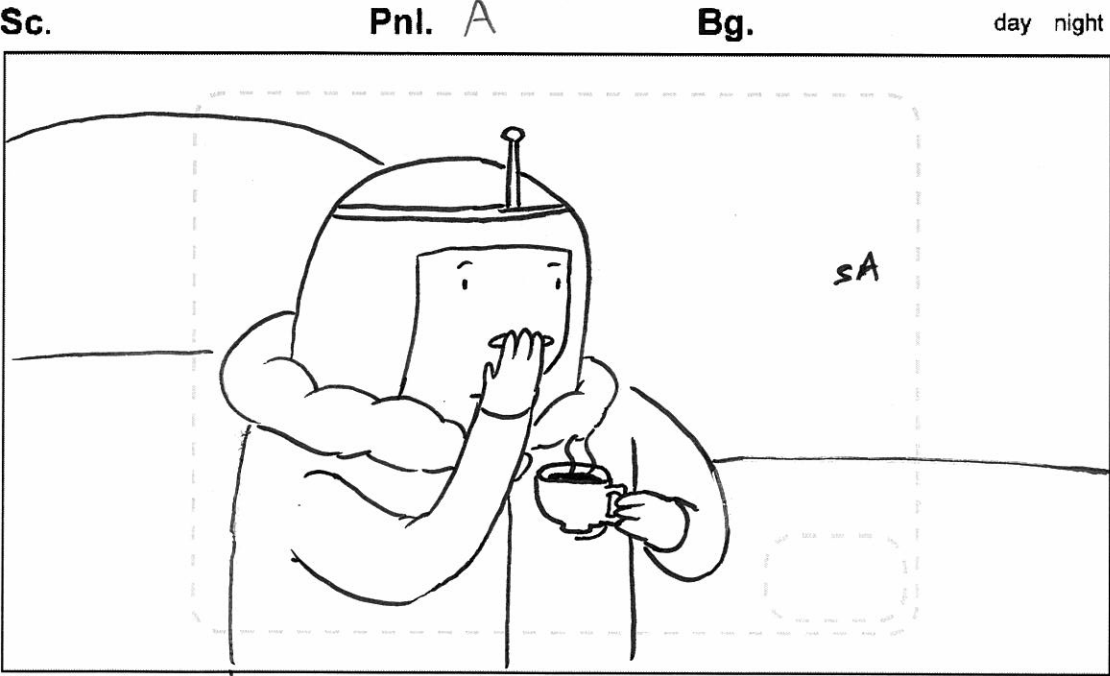
Dialog:	<p><u>L:</u> I CAN HEAR A BABY CRYING IN THE CRIB UPSTAIRS.</p> <p><u>Sfx:</u> > siii iiiiiiip <</p> <p><u>L:</u> (o/s) AND ONLY I CAN protect them.</p>
Action:	<p>→ PB leans back her cup (TAKES A SIP)</p>
Timing:	

ADVENTURE TIME



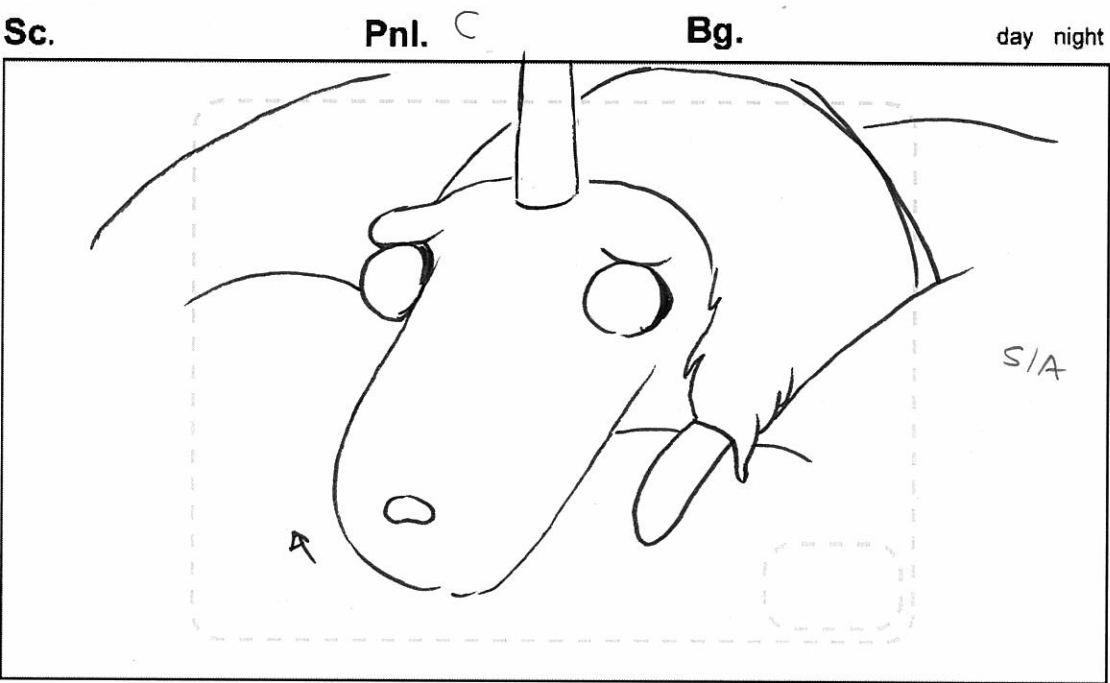
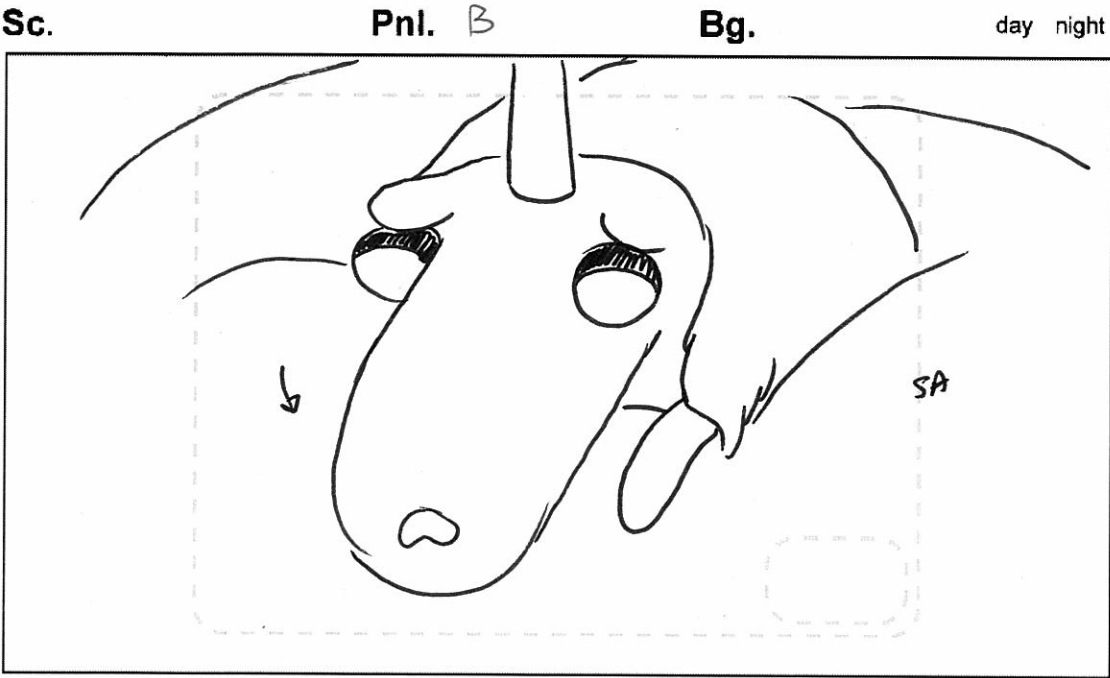
Dialog:	<p><u>L</u>: THE ENTIRE DREAM I'M GRINDING MY TEETH LIKE ...</p>	<p><u>L</u>: "GRRR", "GRZR!"</p>
Action:	<p>- LADY RAISES HER HEAD AND GRITS HER TEETH</p>	
Timing:		

ADVENTURE TIME



Dialog:	<p><u>PB</u> : GASP</p> <p><u>L</u> : when I wake up in the morning my teeth feel a little chipped.</p>
Action:	
Timing:	

ADVENTURE TIME



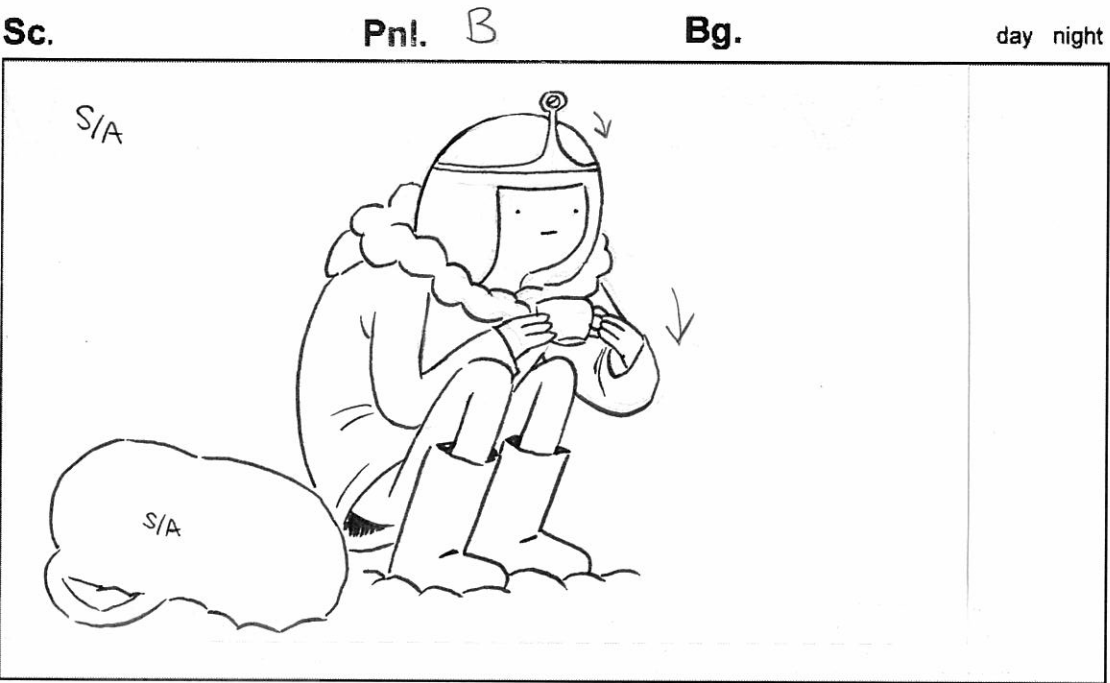
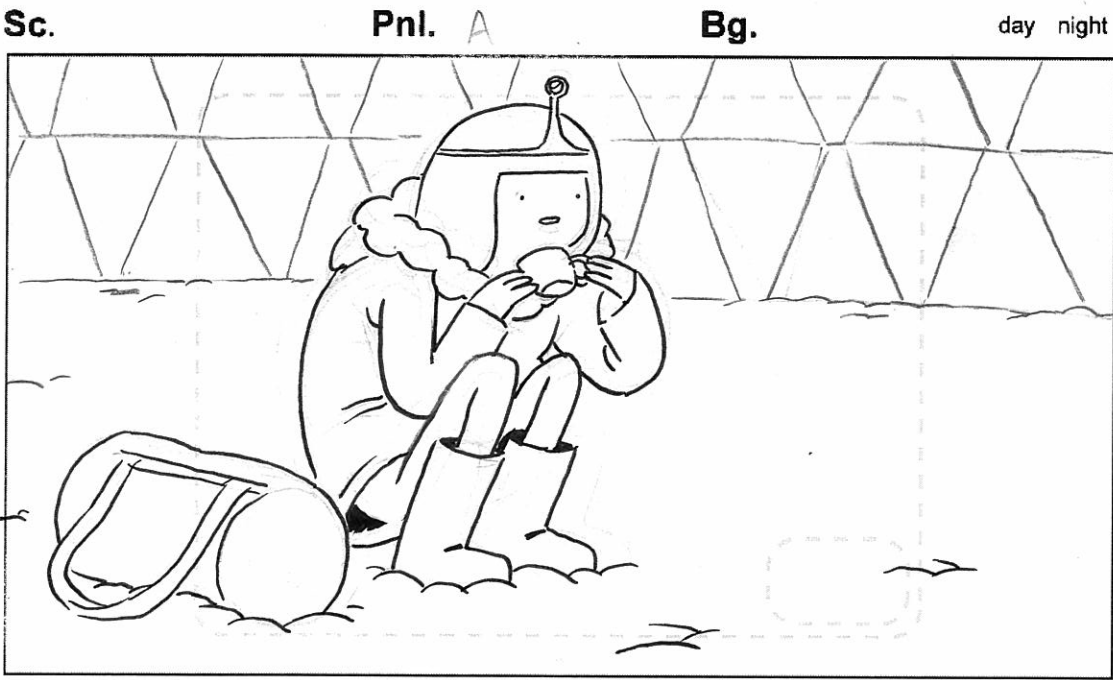
Dialog:	<p><u>LADY:</u> NORMALLY I'D write this off as just a dream and that i'm just a worrier - - -</p>	<p><u>L:</u> BUT THEN AGAIN, I HAVE BEEN ATTACKED BY ZOMBIES TWICE.</p>
Action:	<p>— LRNL lowers her head</p>	<p>— LADY LIFTS HER HEAD UP</p>
Timing:		

100898

EPISODE #

Production :

ADVENTURE TIME



Dialog: PB: HM - I SUPPOSE THAT'S TRUE.
(ALT) IT'S TRUE, YOU HAVE BEEN
ATTACKED BY ZOMBIES TWICE.

Action:

Timing:

(BEAT)

EPISODE # 1008-98

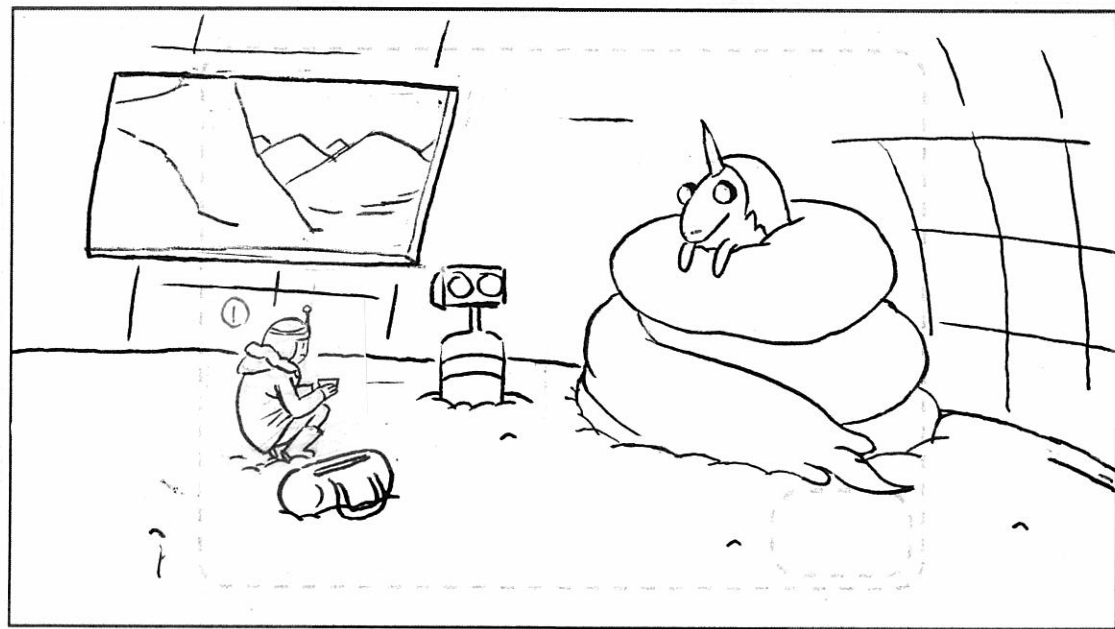
Production :

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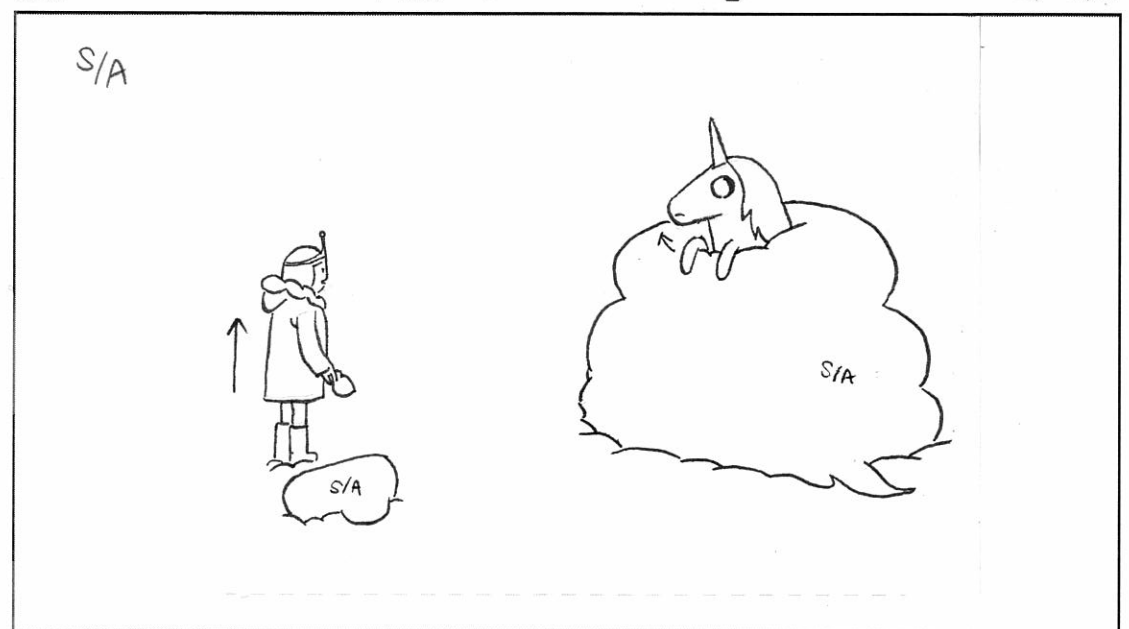
ADVENTURE TIME




Sc. A Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:		PB: LET'S ROLL.	
SFX: ② * SSSS *			
Action:	- PB POURS OUT TEA - STEAM RISES FROM SNOW.	- PB STANDS UP. - LADY LOOKS UP.	
Timing:			

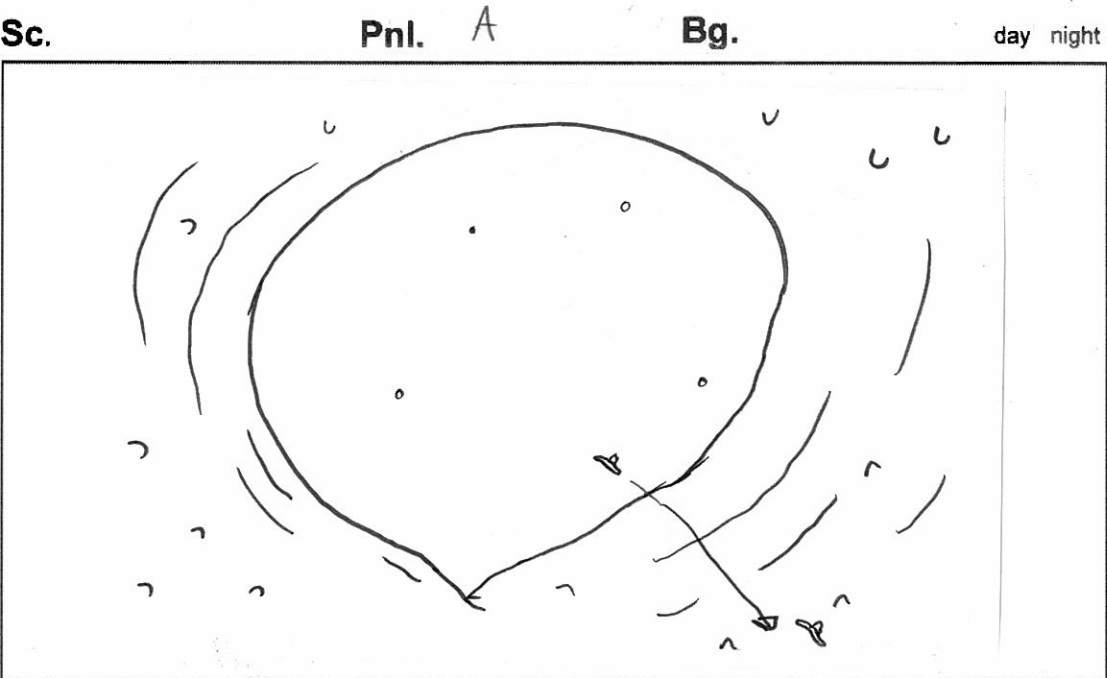
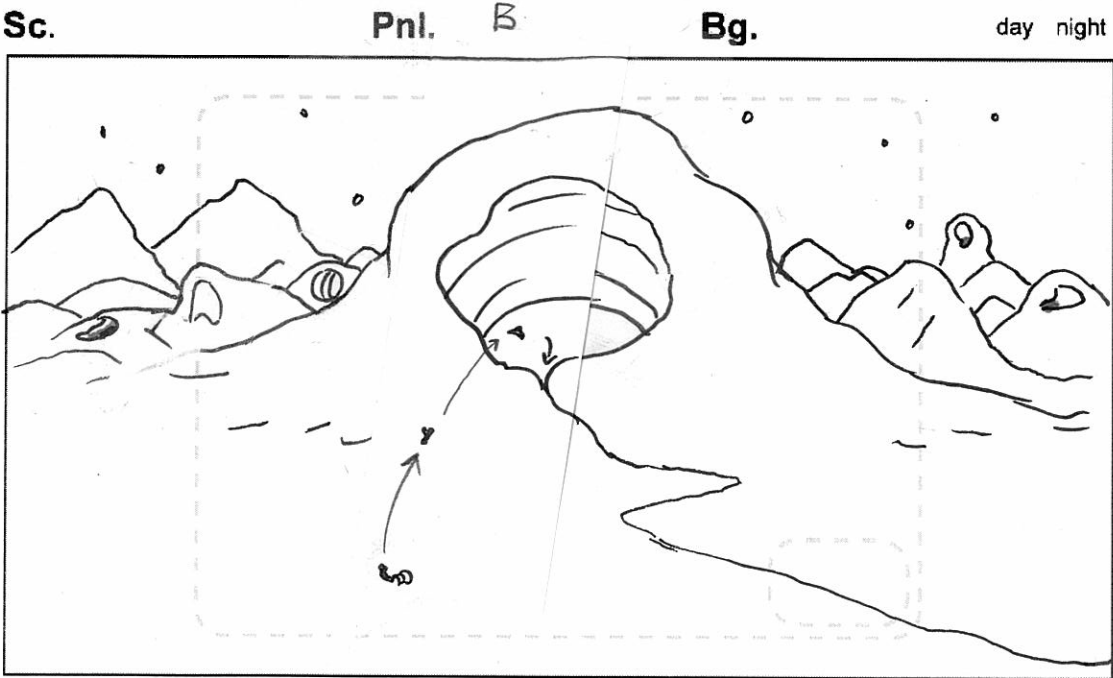


EPISODE # 1008-98

Production :

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ADVENTURE TIME




Dialog:
Action: — LADY FLIES INTO CAVE MOUTH OPENING. — PB+LRNERN FLY INTO HOLE.
Timing:

EPISODE # 100898
Production :

ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night	

Dialog:	<p><u>GPS</u> : BEEP BEEP BEEP SFX →</p>		<p>SFX : BEEP BEEP BEEP</p>	
Action:	<p>THEY TRAVEL DOWN INTO THE CAVE (NOTE: CAVE IS MADE OF ICE NOT ROCK) B6 PANS</p>			
Timing:	<p>- B6 PANS</p> <div><p>SCREEN ON GPS slashes</p></div>			

ADVENTURE TIME



Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. C	Bg.	day night	

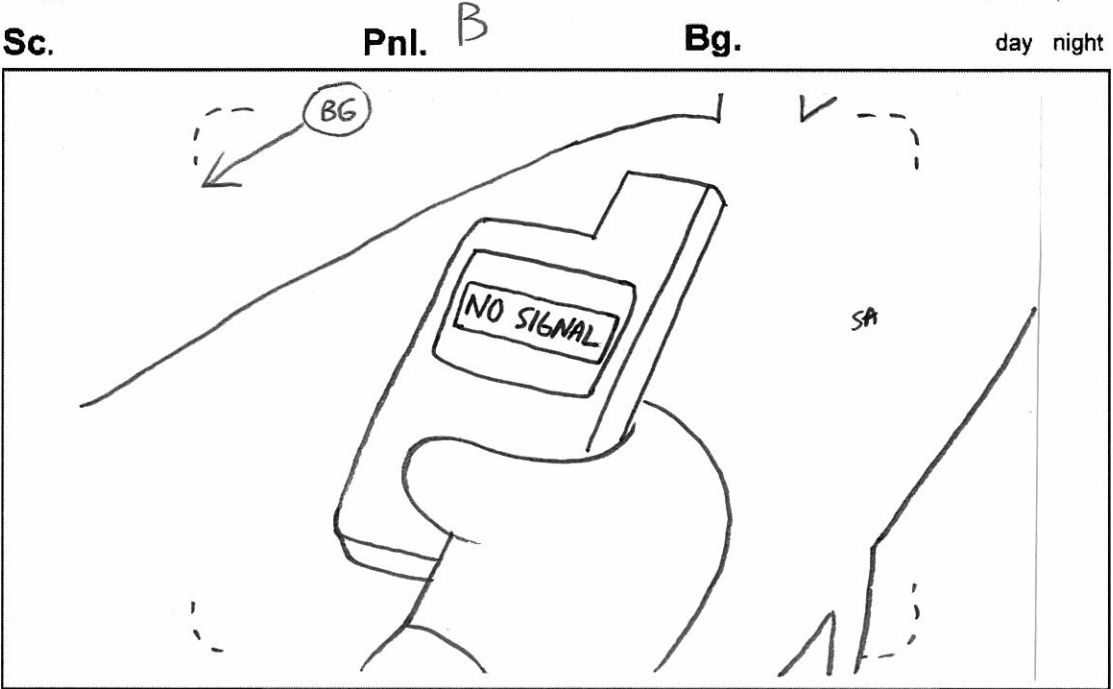
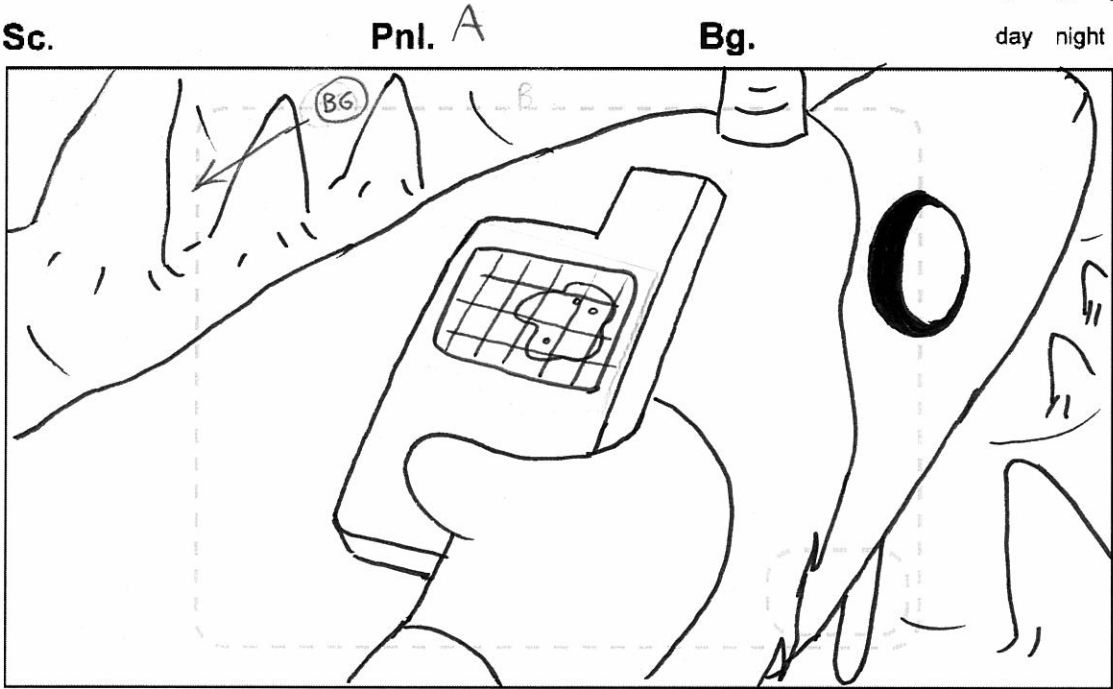
Dialog:	Stx: BEEP BEEP BEEP	
Action:	as B6 pans, lady flies over a rock	THEY TRAVEL INTO AN AREA WITH MORE stalagites.
Timing:		

100898

EPISODE #

Production :

ADVENTURE TIME



Dialog:	
Action: <ul style="list-style-type: none">- we see a gps map of the cave- maybe we see the dot on bottom move closer to the other one.	: SCREEN FLASHES NO SIGNAL :
Timing:	

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

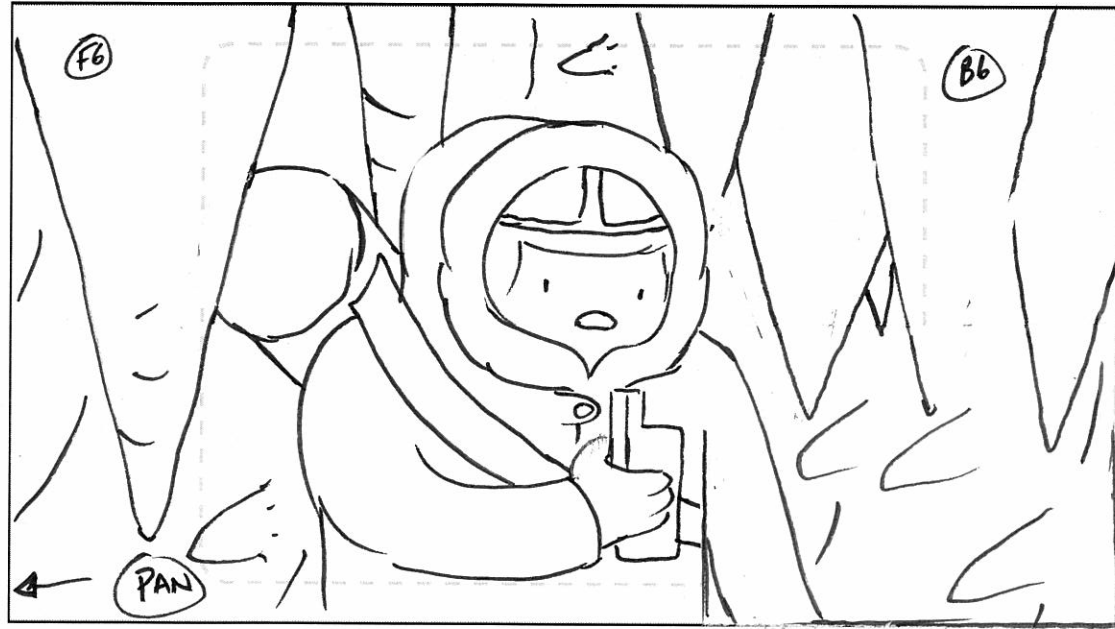
EPISODE # 100898
Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night



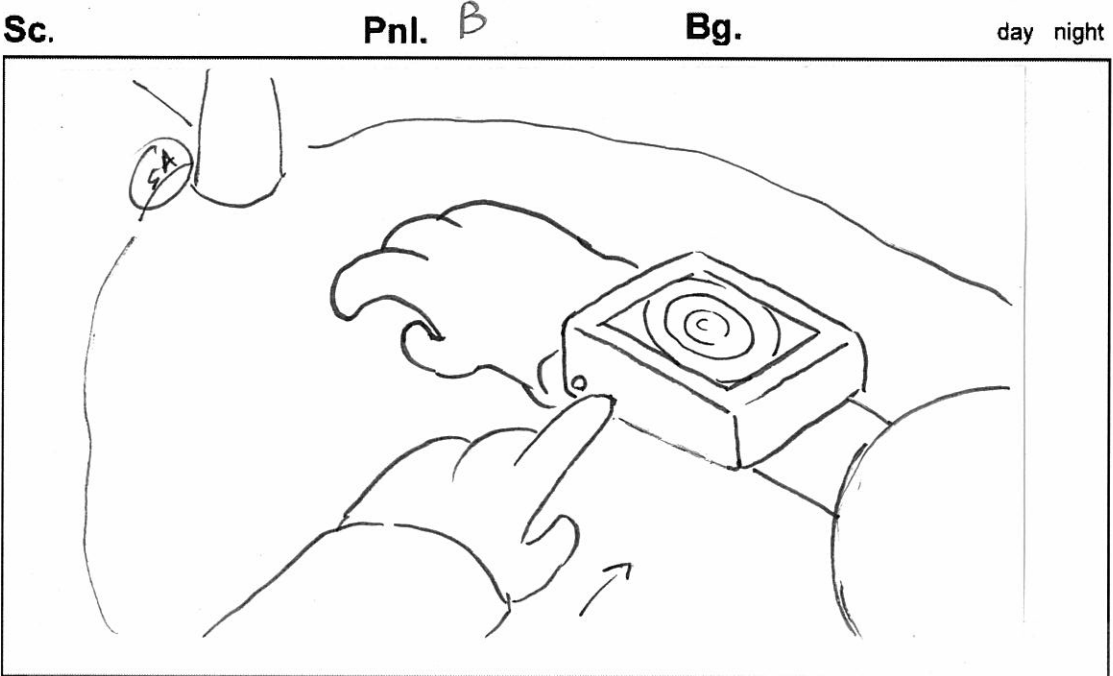
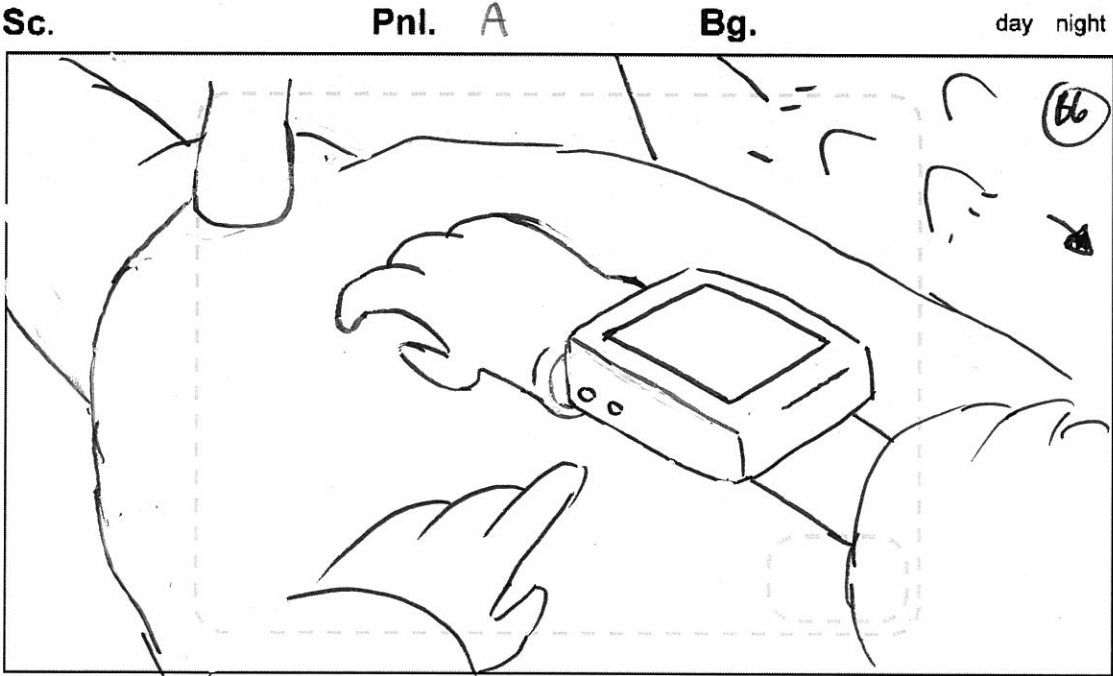
Sc. Pnl. B Bg. day night



Dialog:	PB- AH... I CAN'T GET A SIGNAL IN THIS CHAMBER.	PB: Let's see if they show up on my heart monitor.
Action:	B6 PANS → MULTILAYER PAN	- PB pulls back her sleeve.
Timing:		

100898
EPISODE #
Production :

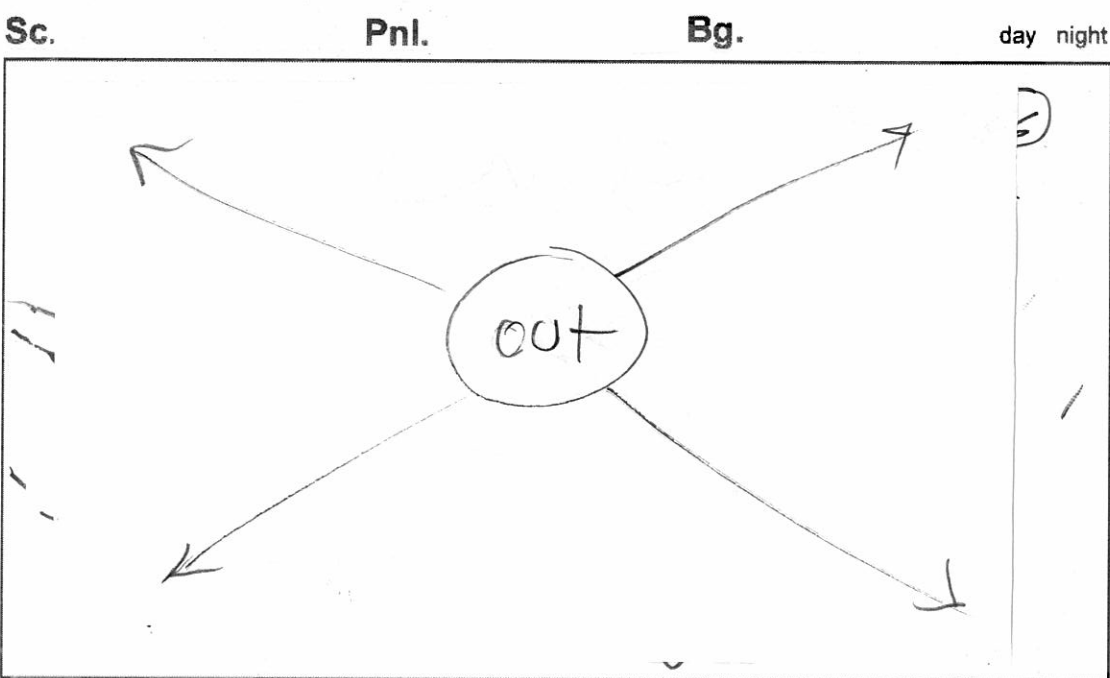
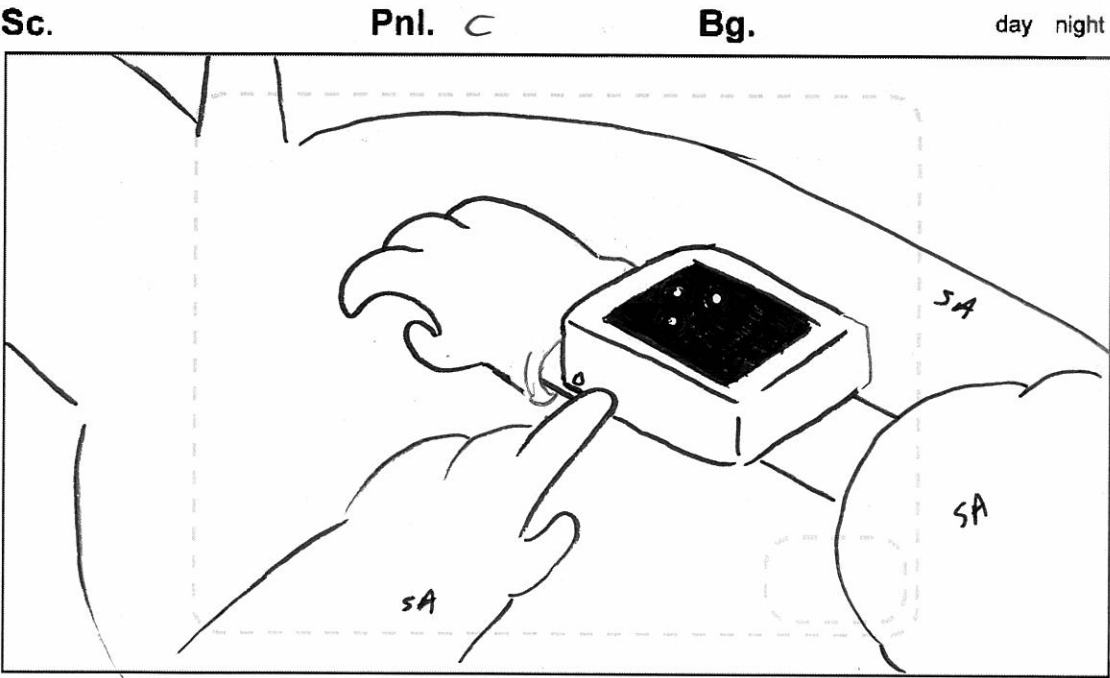
ADVENTURE TIME



Dialog:
Action:
Timing:

- She pushes Button.
- SONAR WAVE shoots out.

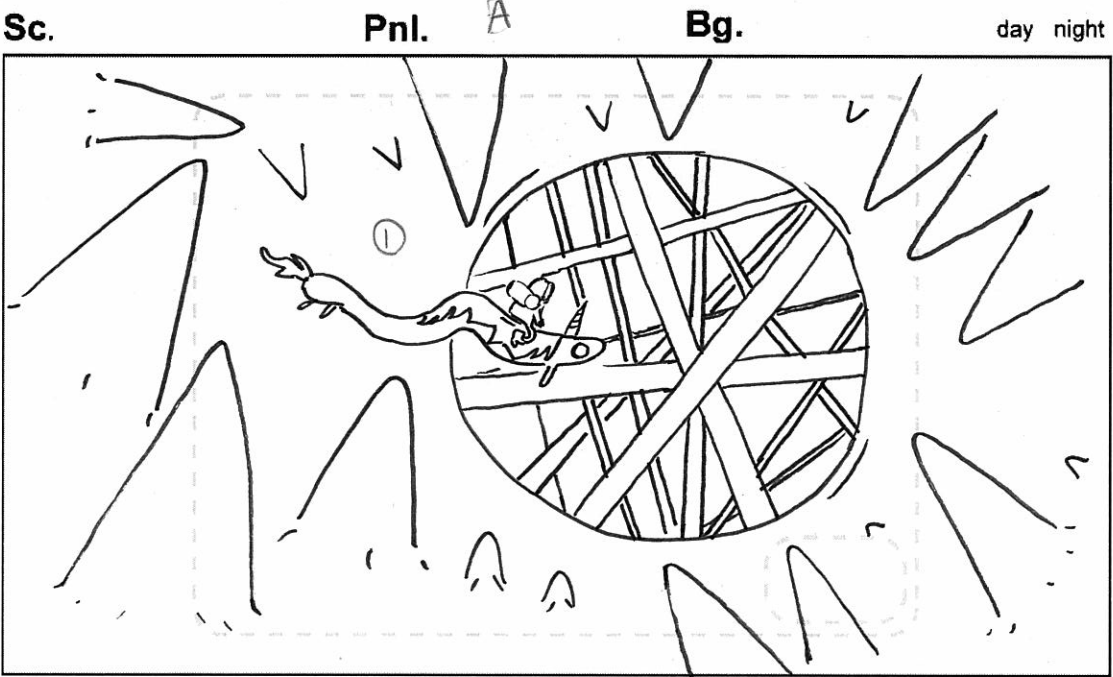
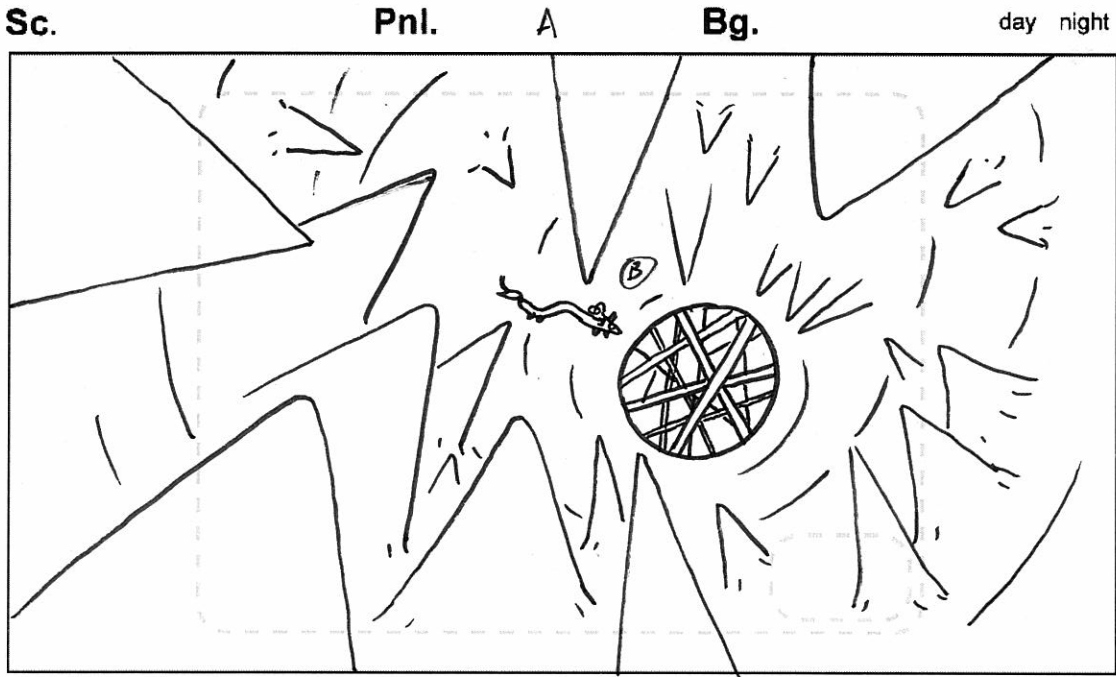
ADVENTURE TIME



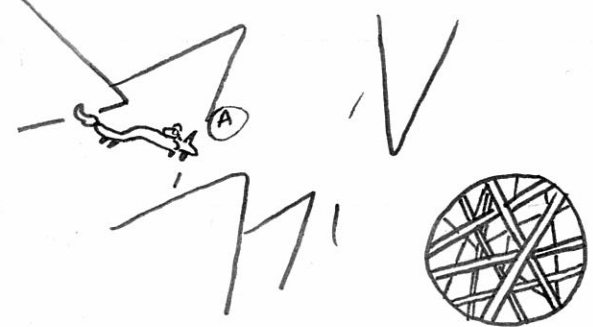
Dialog:	<u>PB</u> : There they are -	
Action:	- pushes button - 3 dots appear.	(LOOKS LIKE VR SPECTRE, A VIDEO GAME)
Timing:		


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ADVENTURE TIME



Dialog: PB: through this sphincter.

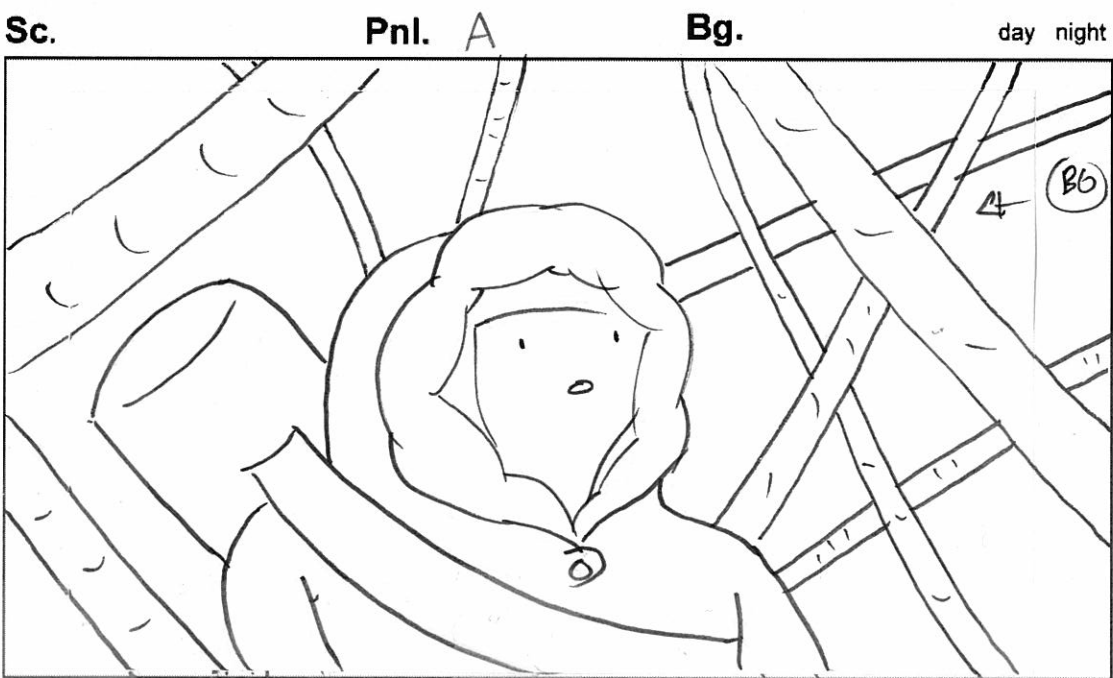
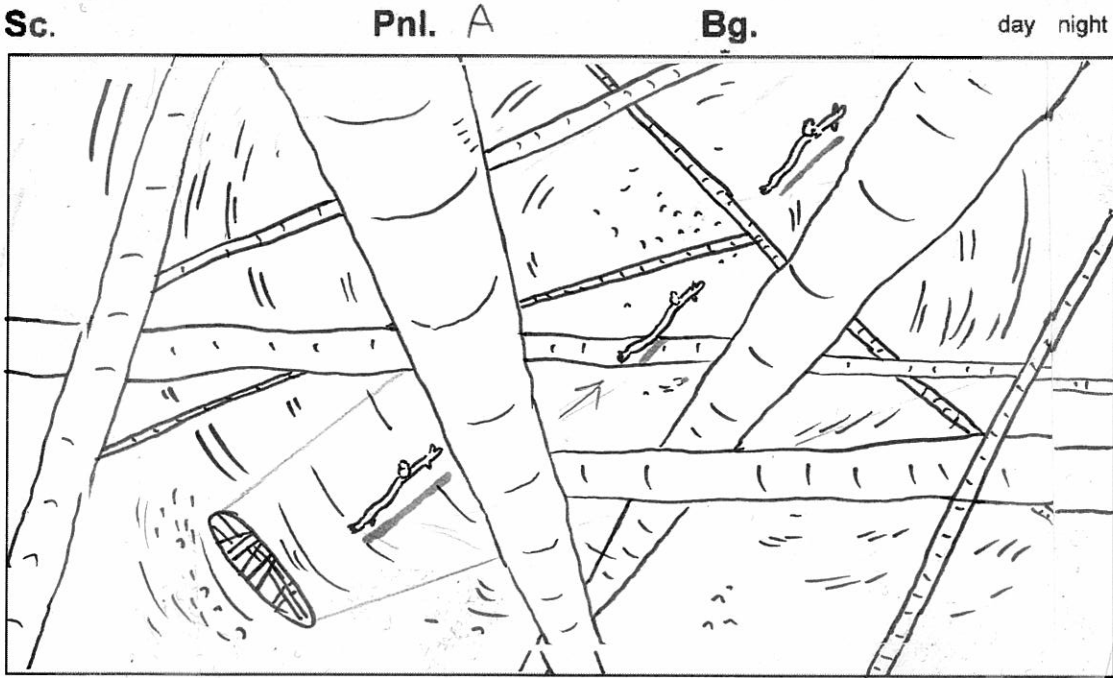
Action:  - THEY FLY TOWARD OPENING

Timing:  - THEY TRAVEL INTO OPENING

100898
EPISODE #
Production :

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ADVENTURE TIME



Dialog:		
Action:	(DOWN SHOT)	- PB LOOKS UP - SQUINTS HER EYES.
Timing:		



EPISODE # 100898
Production :

ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night	

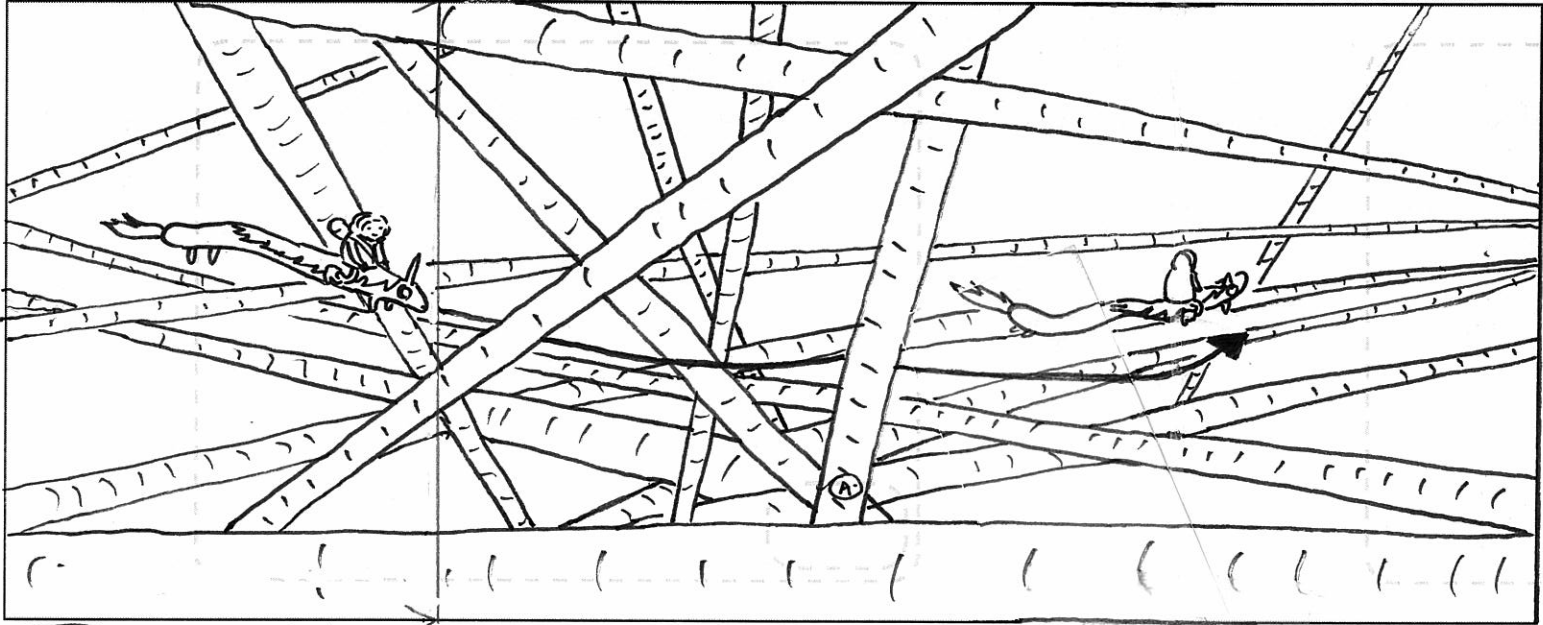
Dialog:	<p>LAM: I CAN'T SEE ANYTHING...</p>
Action:	<p>(THEY TRAVEL THROUGH THE SHOT.)</p>
Timing:	

100898
EPISODE #
Production :

ADVENTURE TIME



Sc. PAN Pnl. B Bg. day night



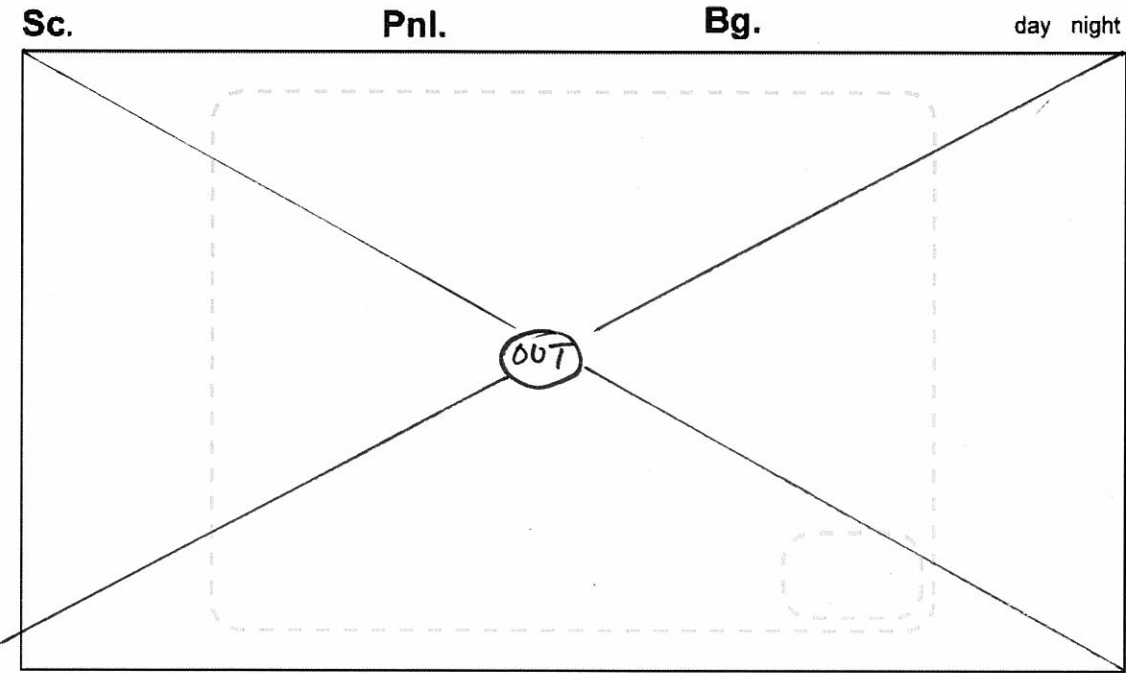
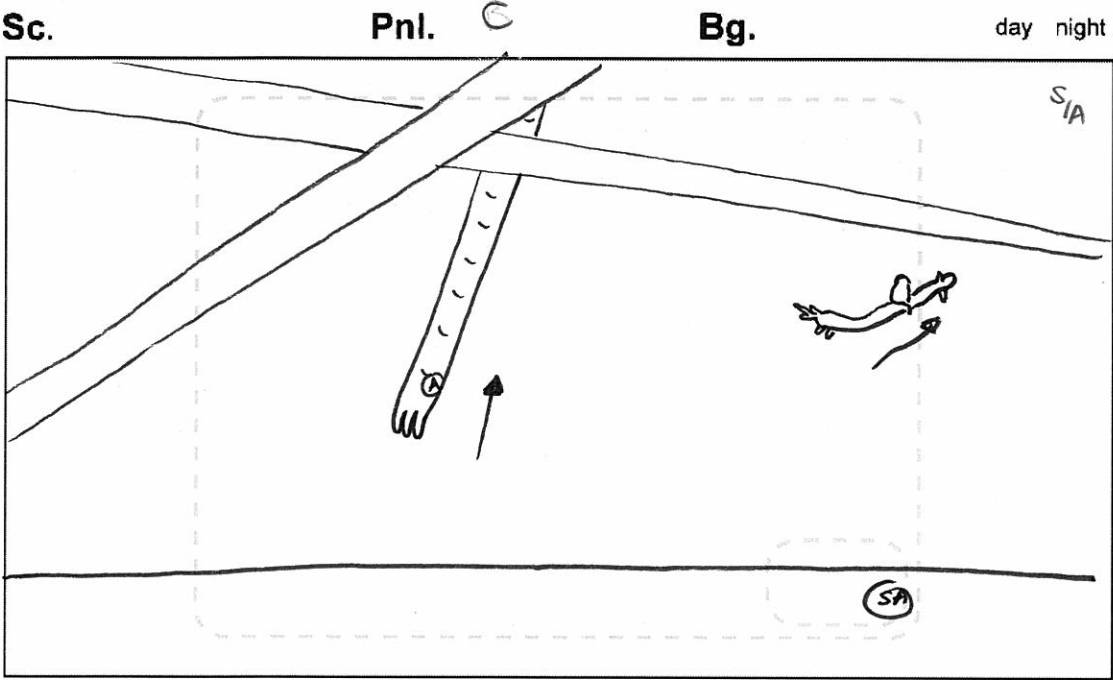
STOP

END

Dialog:
Action: CAMERA PANS AS PB MOVES INTO DISTANCE
Timing:

Production :
EPISODE # 100898

ADVENTURE TIME



Dialog:	
Action: <ul style="list-style-type: none">- AN ARM/TENTACLE RAISES UP- PB MOVES INTO THE DISTANCE	
Timing:	

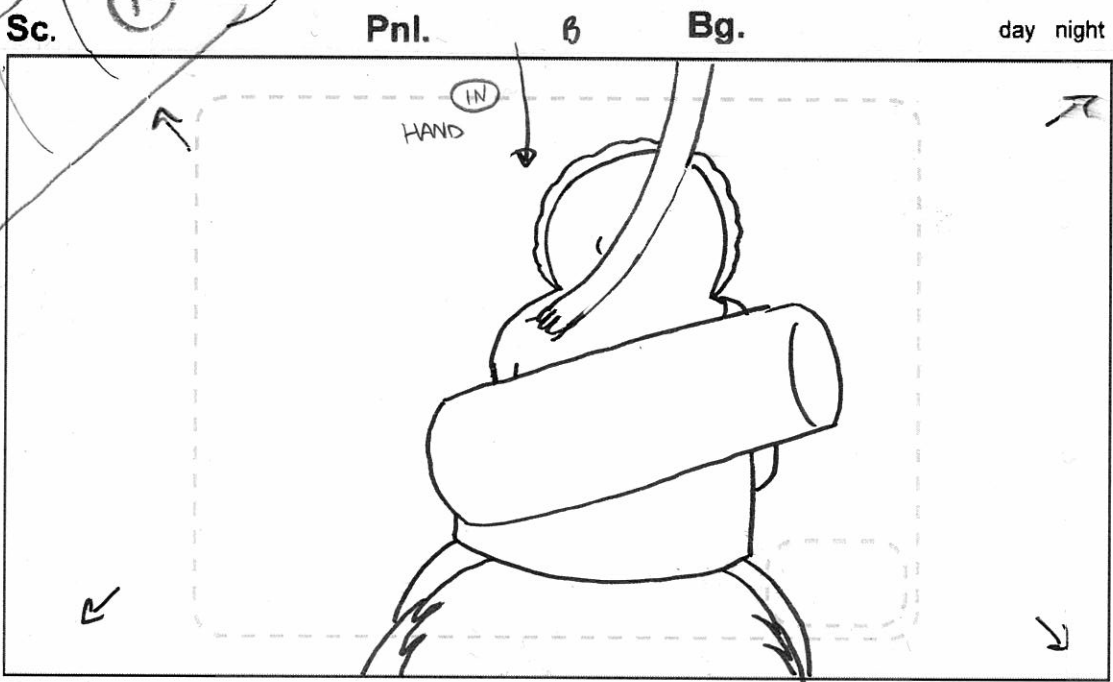
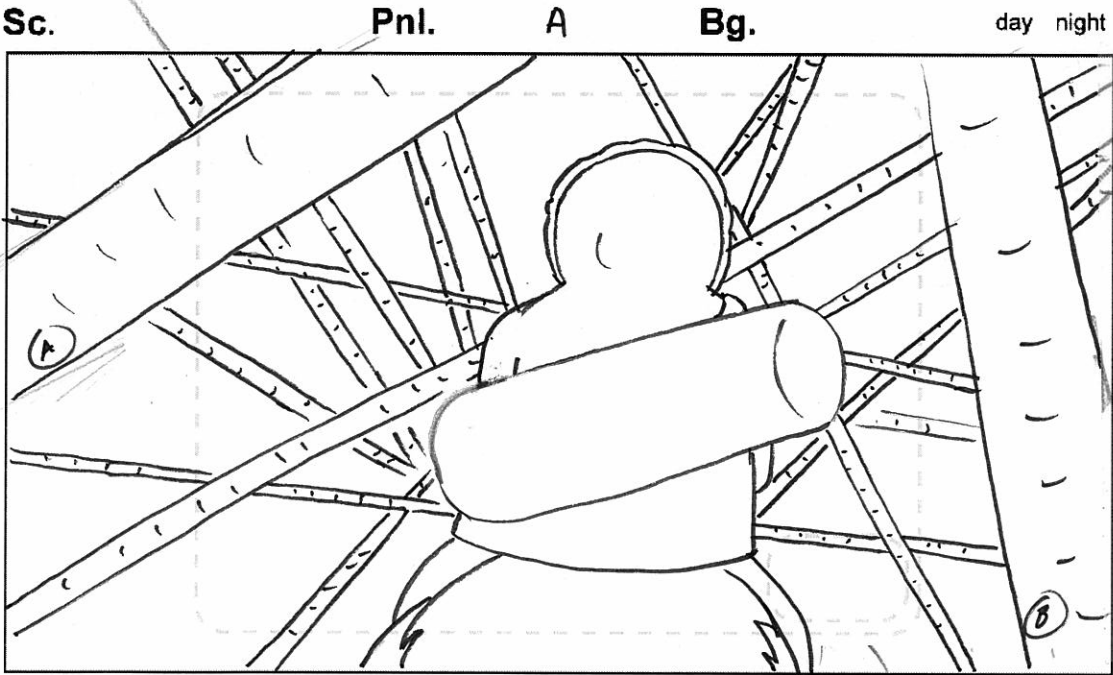
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ADVENTURE TIME



Dialog:

Action: PIECE (A) + (B) TRAVEL OFF SCREEN. (B6 scales larger) HAND DROPS DOWN ON PB'S SHOULDER.

Timing:

100898 EPISODE #

Production :

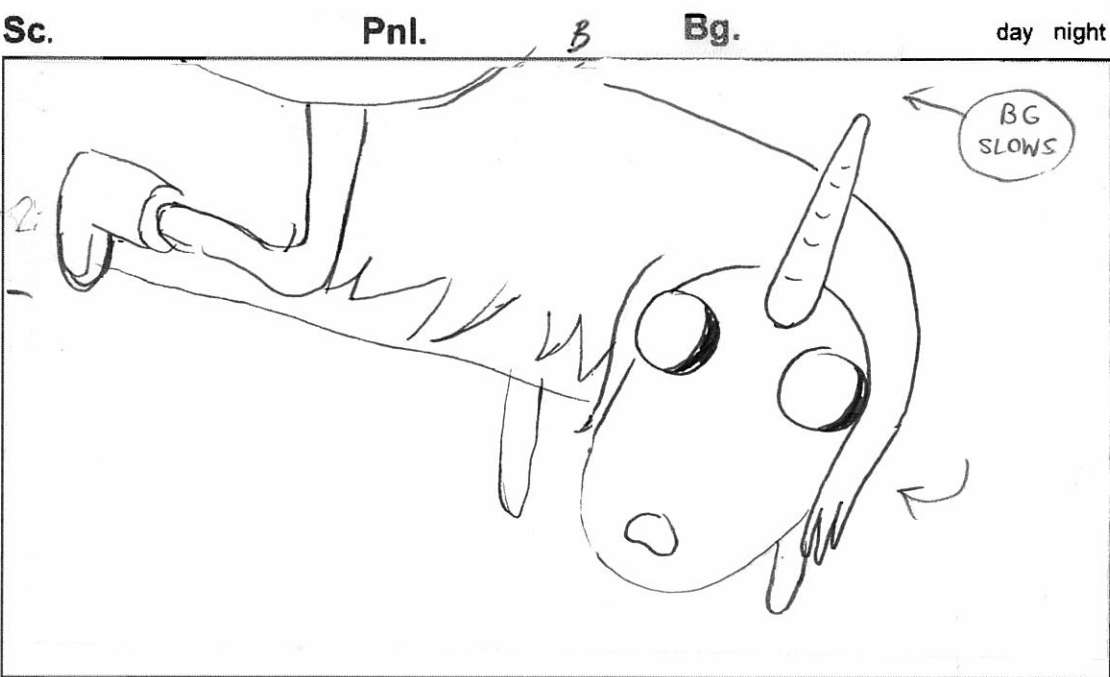
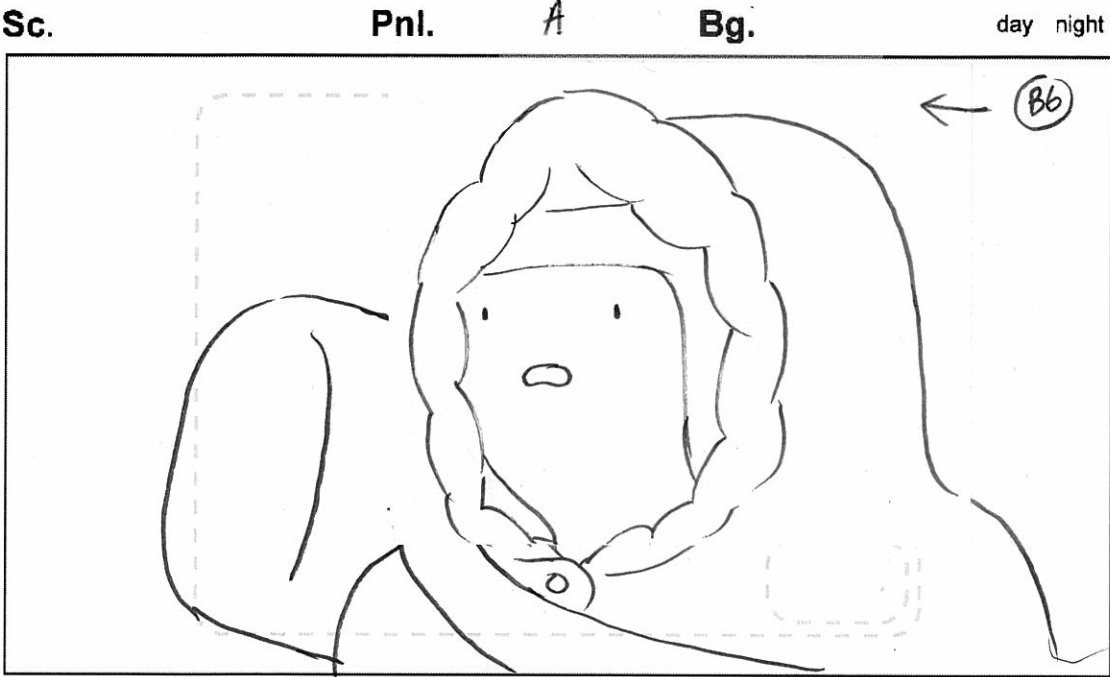
ADVENTURE TIME



Sc.	Pnl. C	Bg.	day night	Sc.	Pnl. D	Bg.	day night

Dialog:	<u>PB:</u> [SURPRISED SOUND]	
Action:	- HAND RUBS ACROSS HER SHOULDER.	- PB LOOKS OVER HER SHOULDER - HAND SHOULD RETRACT BEFORE PB TURNS AROUND.
Timing:		

ADVENTURE TIME



Dialog:
<div>PB: HOLD UP LADY</div> <div>LADY: WHAT IS IT?</div>
Action:
Timing:

ADVENTURE TIME



Sc.	Pnl. <u>A</u>	Bg.	day night	Sc.	Pnl. <u>B</u>	Bg.	day night	

Dialog:
Action: — HAND ENTERS AND STROKES DOWN HER FACE.
Timing:

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

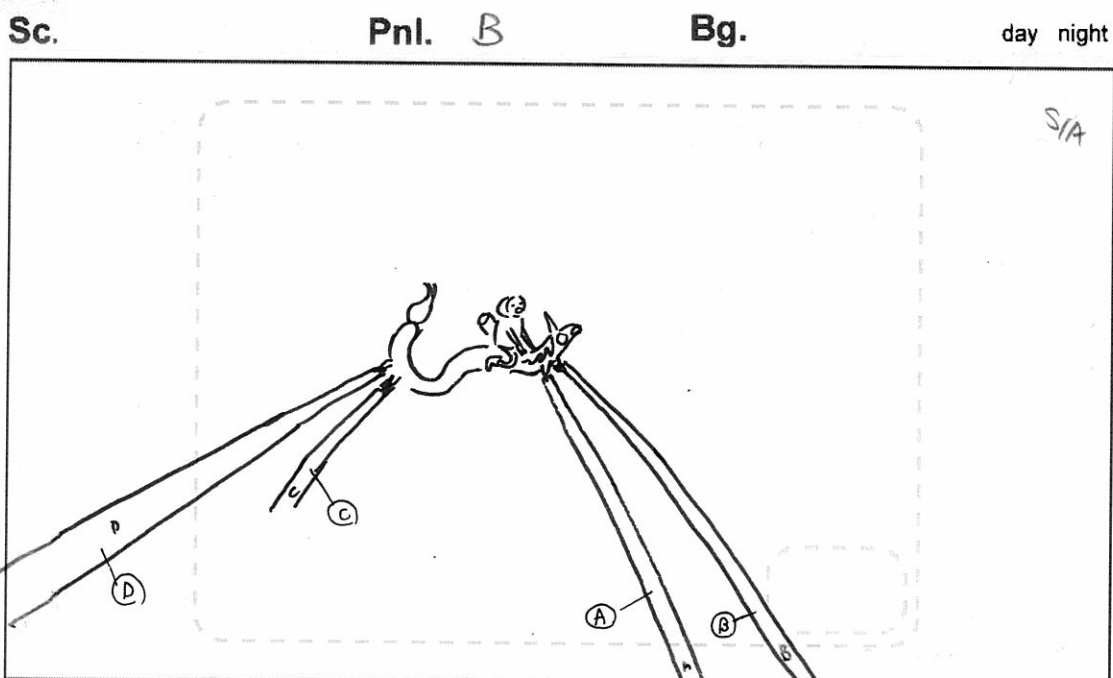
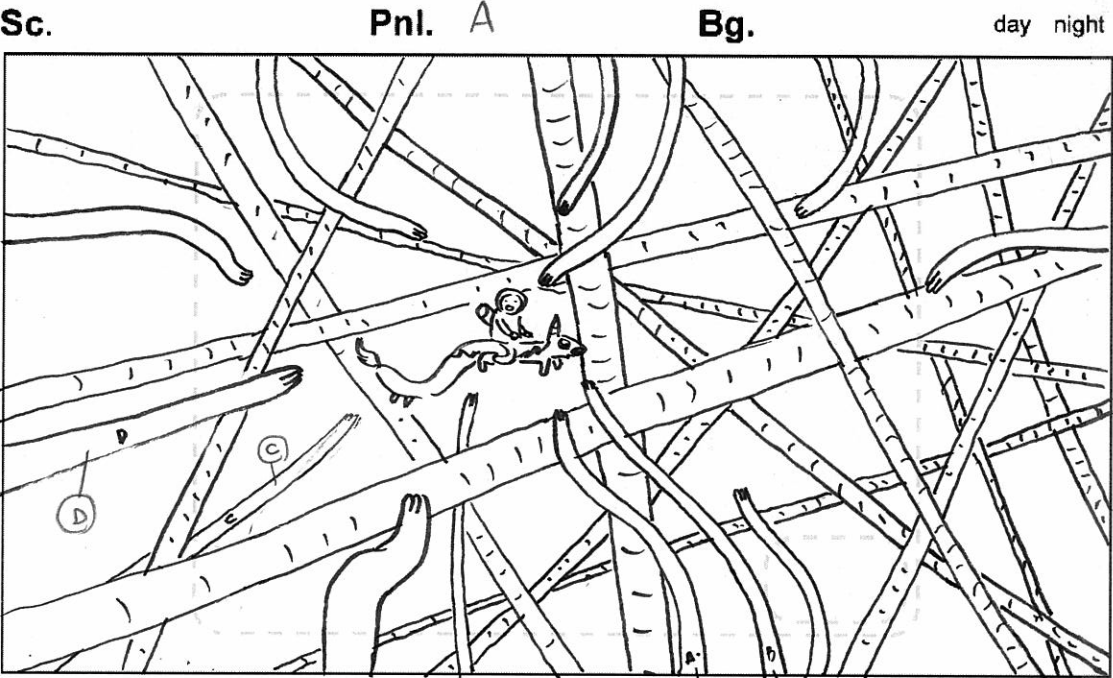
Sc. Pnl. B Bg. day night

Dialog:	PB: [ALARMED NOISE]	
Action:	DRAWING AND EXPRESSION SHOULD HOOK UP WITH SHOT BEFORE	-PB TURNS HER HEAD
Timing:		

100898 EPISODE # Production :

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ADVENTURE TIME



Dialog:

Action: - LADY + PB ARE SURROUNDED BY HANDS. - HANDS A, B, C, D, LURCH OUT AND GRAB LADY

Timing:

100898

EPISODE #

Production :

ADVENTURE TIME



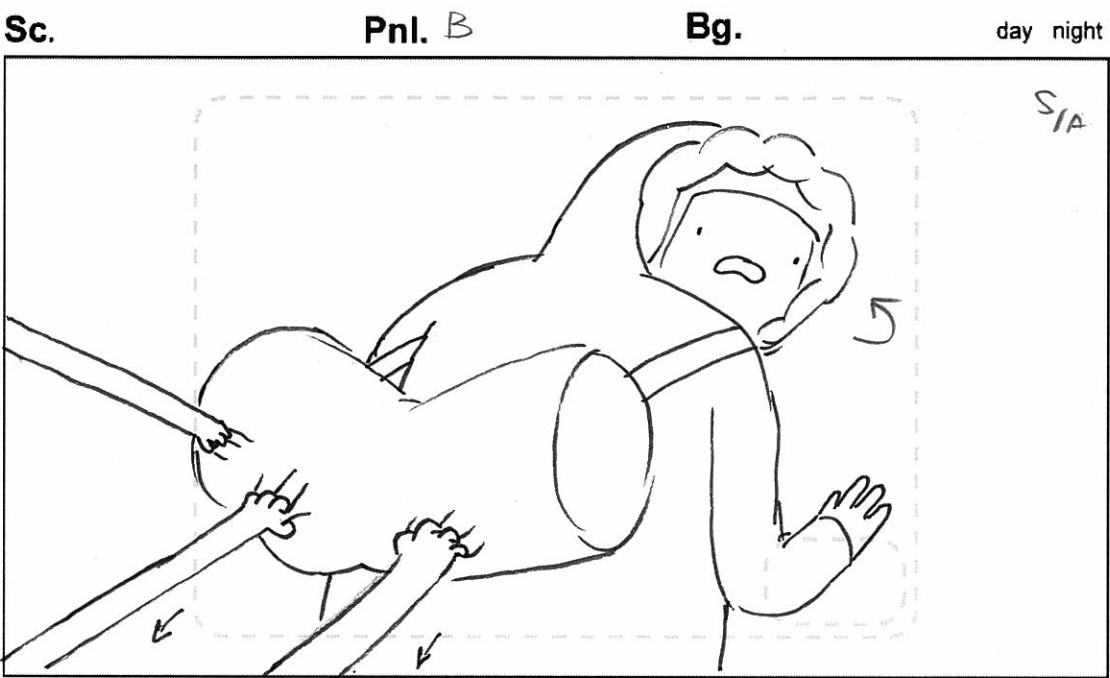
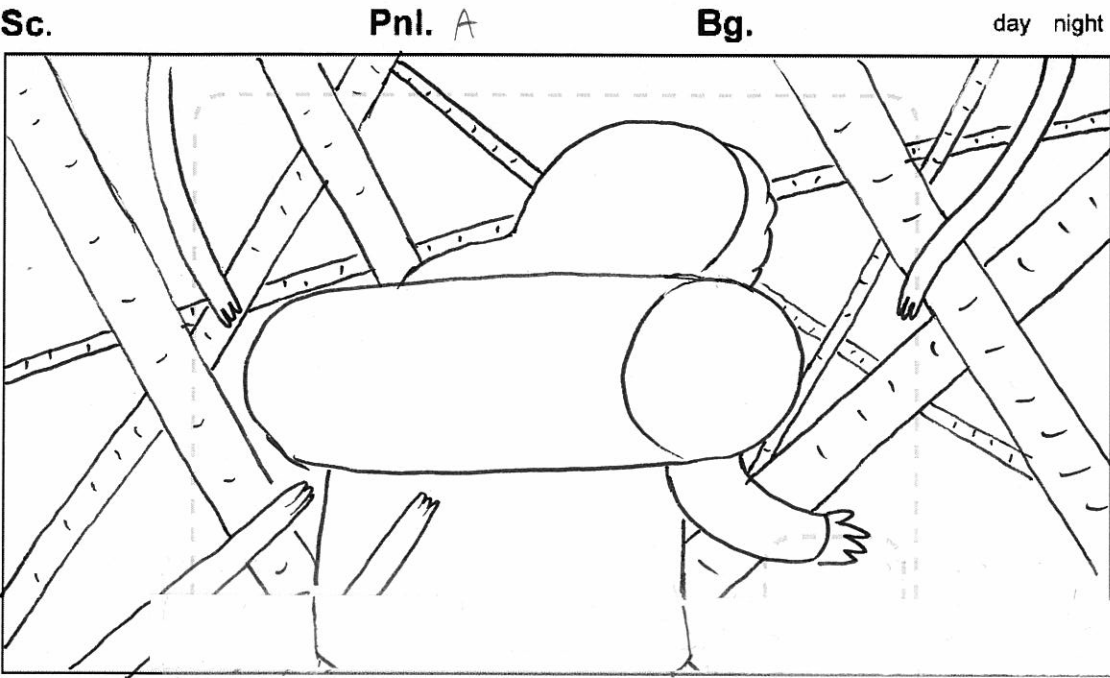
Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night	

Dialog:	<p>L: [STRUGGLING SOUNDS]</p>	
Action:	<p>↑ (CYCLE) ↓</p>	<p>LADY STRUGGLES UP + DOWN TO GET OUT.</p>
Timing:		

EPISODE # 100898

Production :

ADVENTURE TIME



Dialog:
Action: <ul style="list-style-type: none">- HANDS BEHIND HER GRAB HER BAG- HAND IN FRONT GOES (O.S.)- ARMS PULL HER BACK
Timing:

100898

EPISODE #

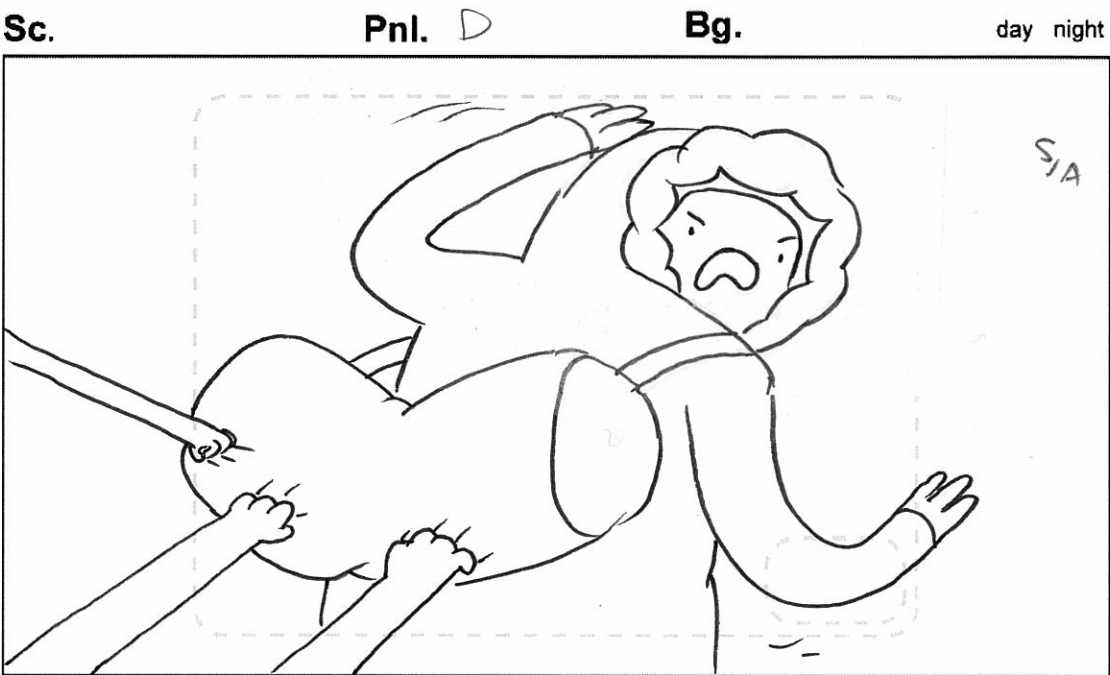
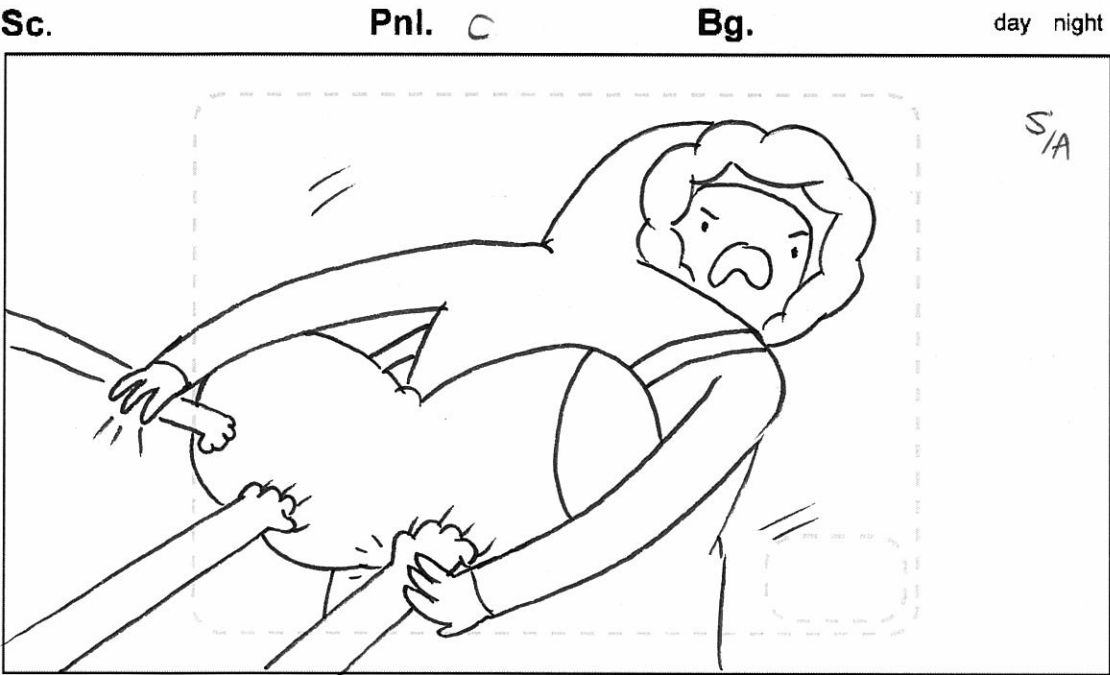
Production :

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ADVENTURE TIME



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Dialog:

PB: NO! NO! NNNNO!

Action:

↑ CYCLE ↗

- PB swats hands quickly

Timing:

EPISODE #

Production :

100898

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ADVENTURE TIME



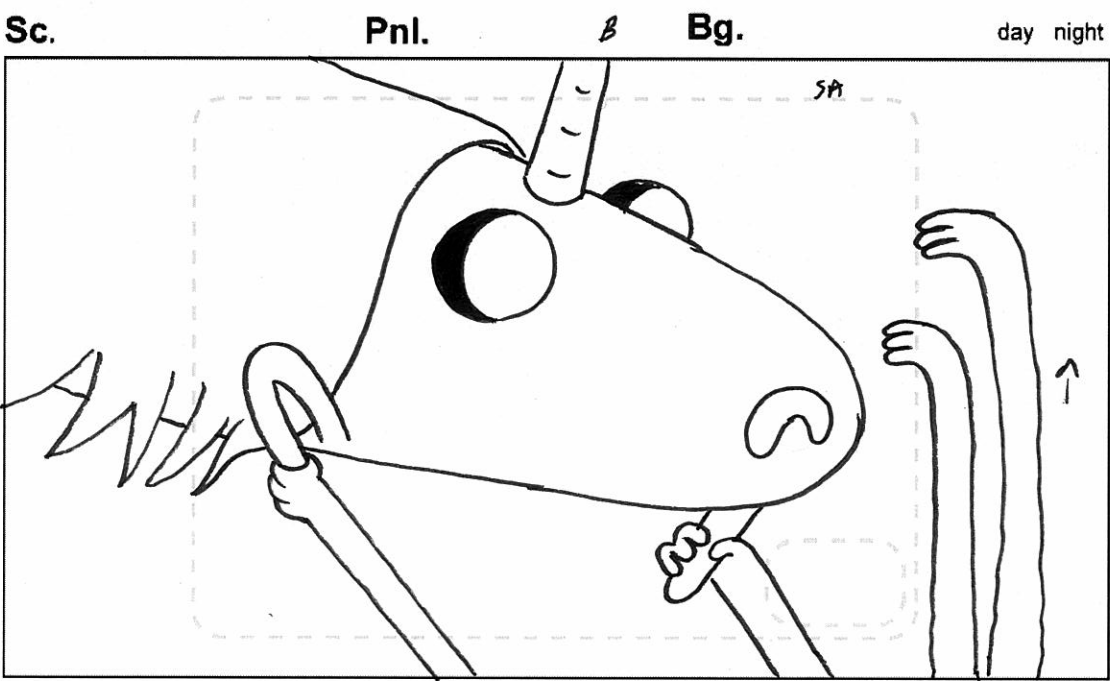
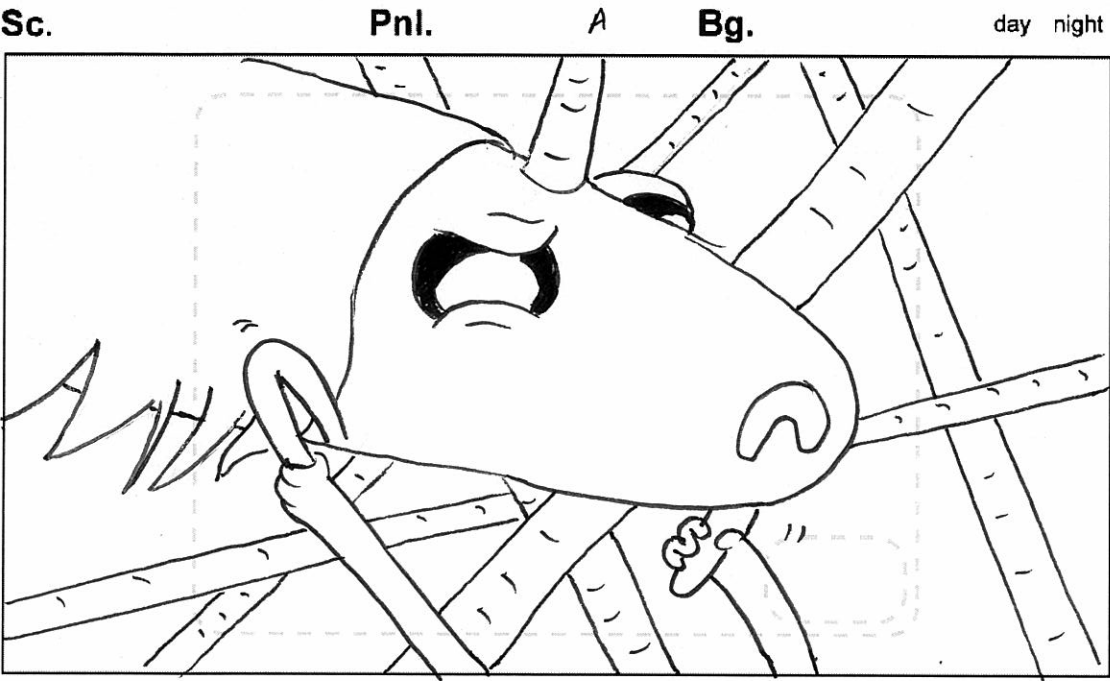
Sc. Pnl. \ominus Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action: - ARMS RETRACT OFF IS.
Timing:

100898
EPISODE #
Production :

ADVENTURE TIME



Dialog:	<p>L: [STRUGGLING]</p>	
Action:	<p>LADY'S STRUGGLING</p>	<ul style="list-style-type: none">- STOPS STRUGGLING- WATCHES HANDS RAISE IN FRONT OF HER
Timing:		

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EPISODE #

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ADVENTURE TIME




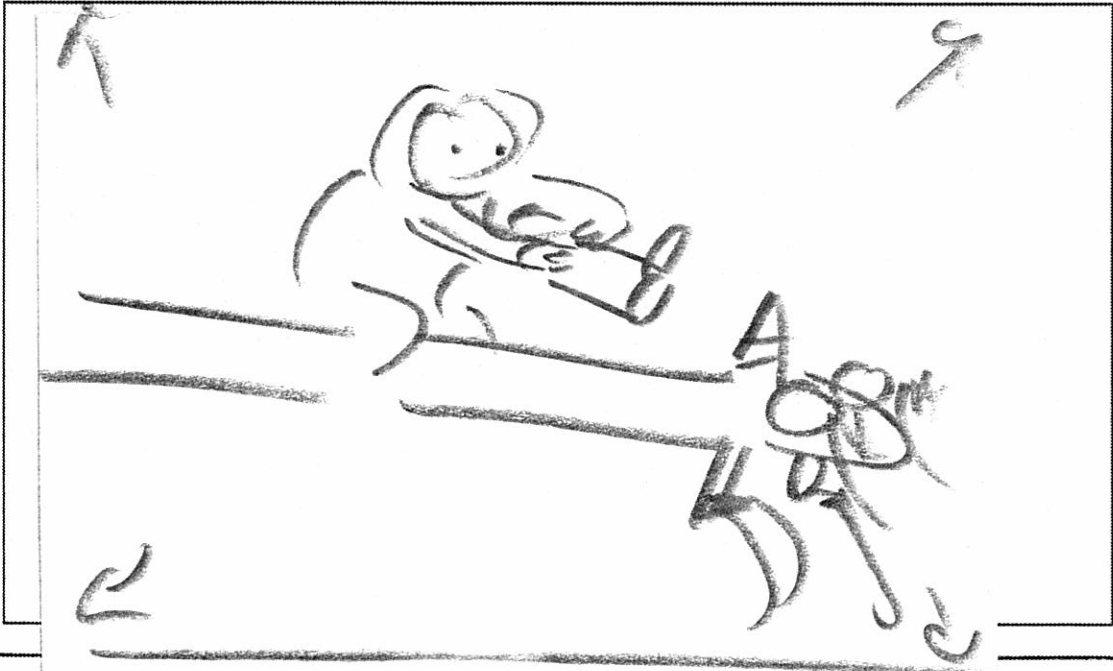
Sc.	Pnl.	C	Bg.	day	night	Sc.	Pnl.	D	Bg.	day	night

Dialog:	<p><u>LADY</u>: AH AH AH ... STOP... HELP !</p> <p><u>Sfx</u>: THWAP ! THWAP ! THWAP ! THWAP !</p>
Action:	<p>← <u>CYCLE</u> →</p> <p>- LADY IS GETTING SLAPPED IN HER EYES.</p> <p>- QUICK SLAPS</p>
Timing:	

100898

EPISODE #

Production :

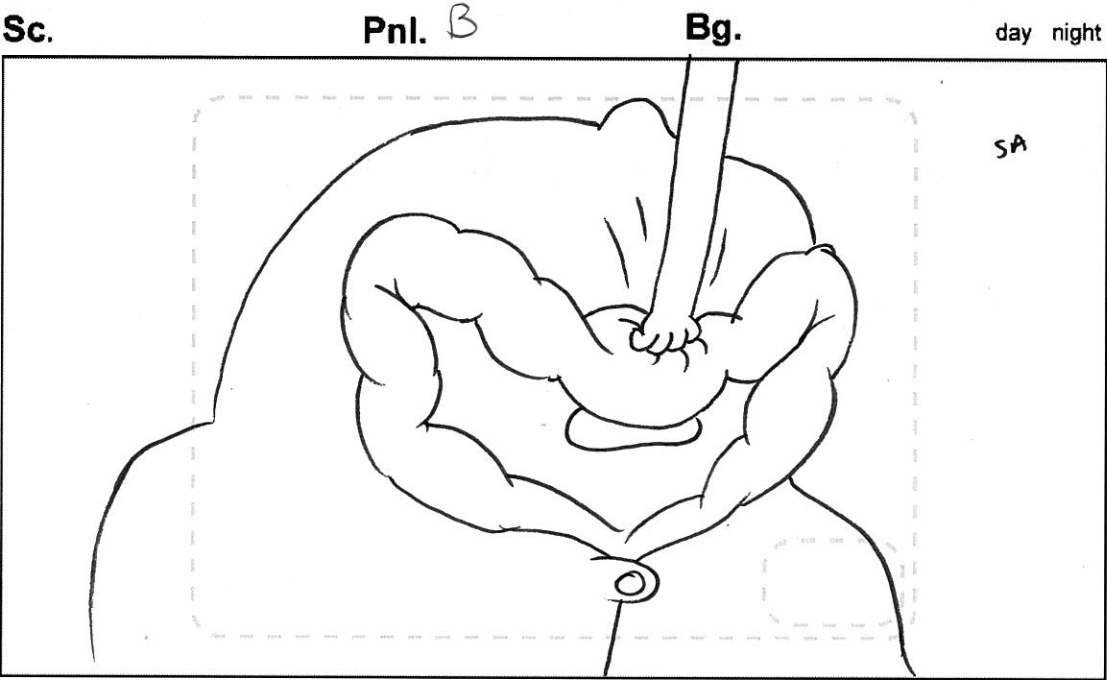
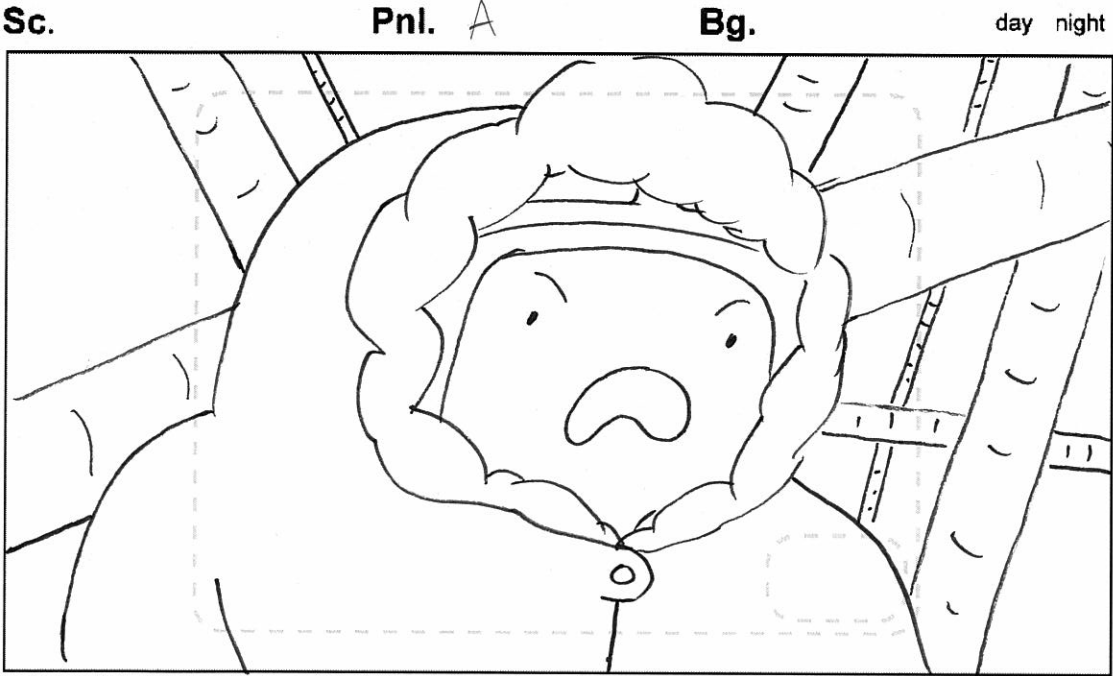
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									
Dialog					PB - DON'T WORRY LADY				
Action					PB - <u>Ball</u> <u>BUSTER!</u> - PB PULLS OUT BALL BUSTER.				
Timing:									

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ADVENTURE TIME



Page 63



Dialog:

PB: MY FIELD OF VISION!

Action:

— HAND PULLS HER HOOD DOWN.

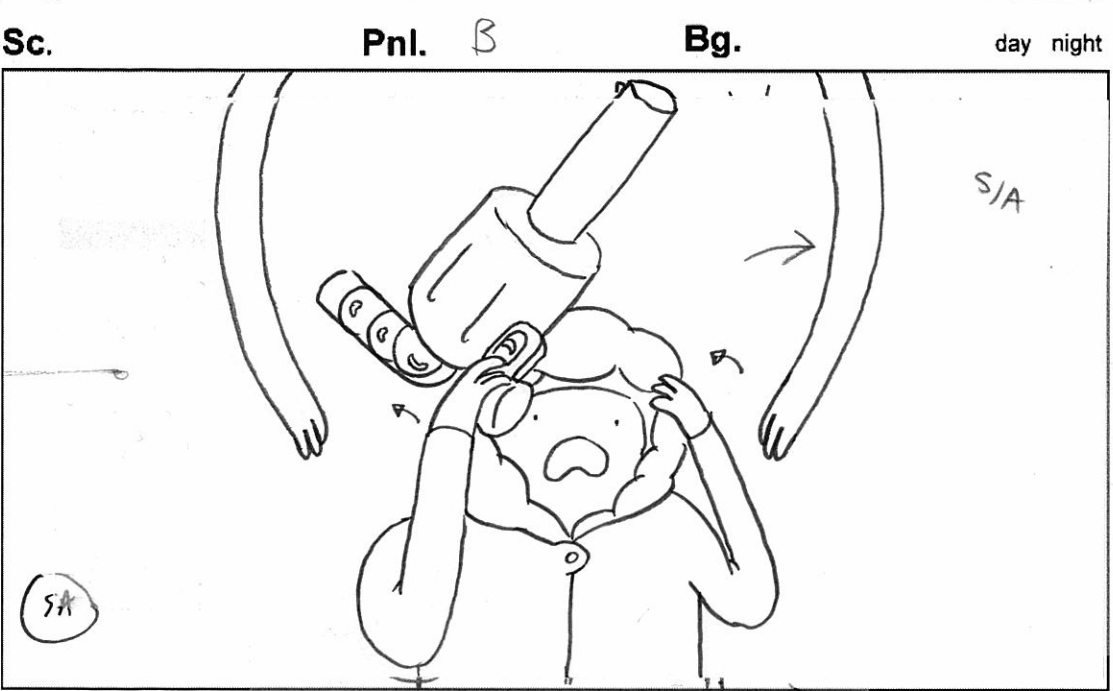
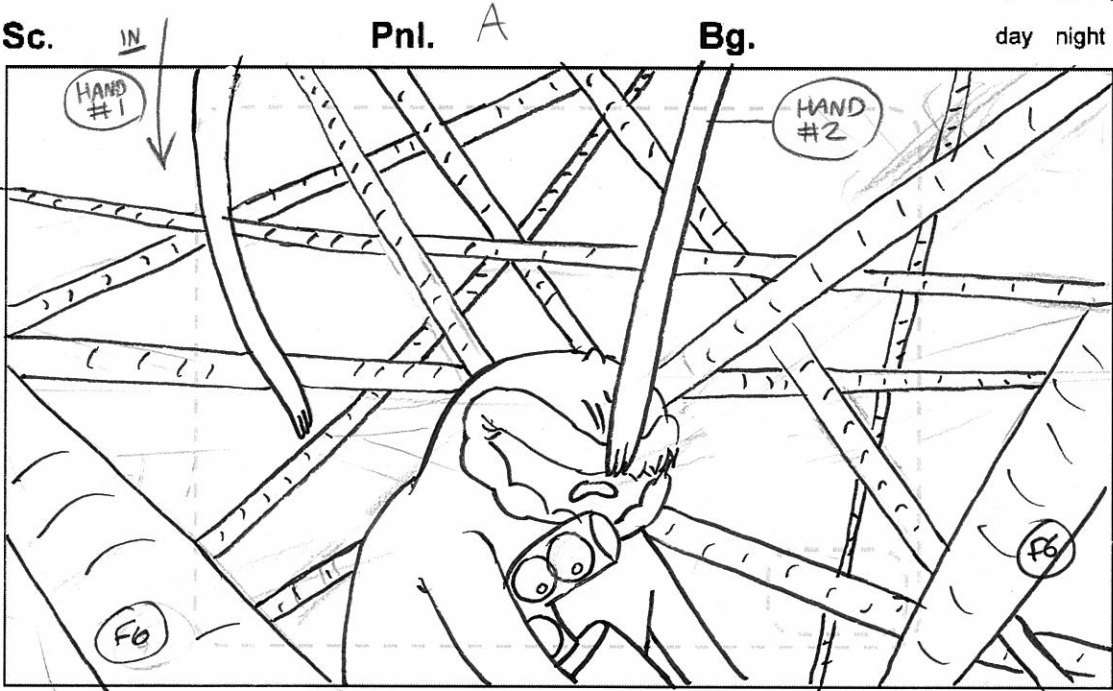
Timing:

EPISODE # 100898

Production :

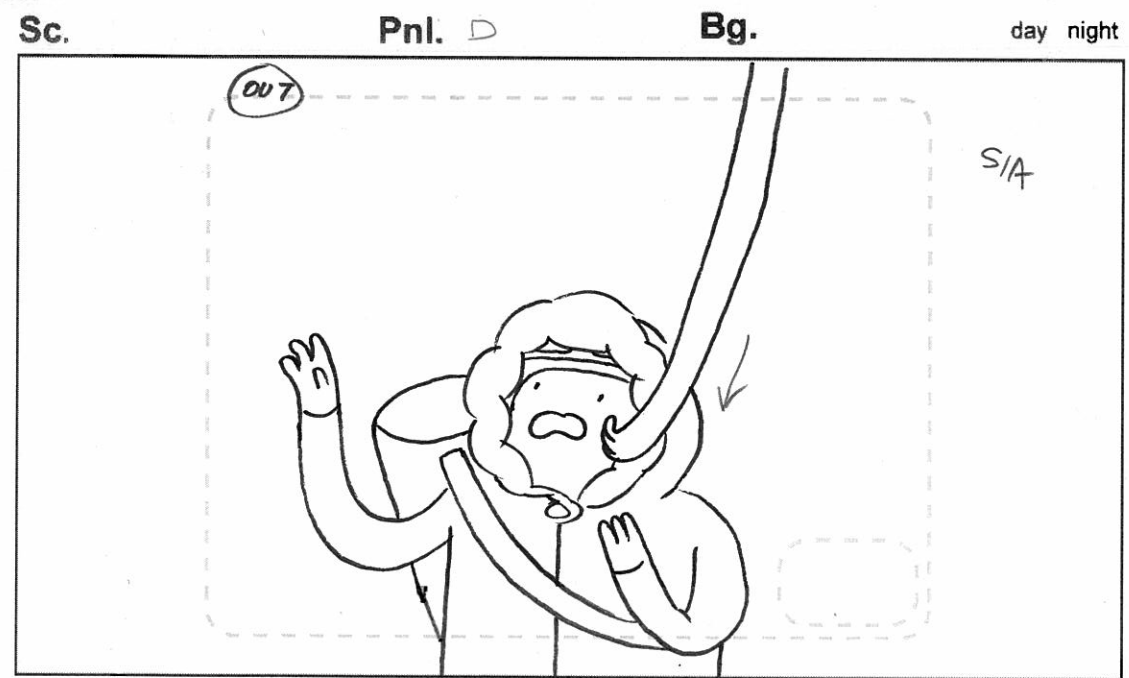
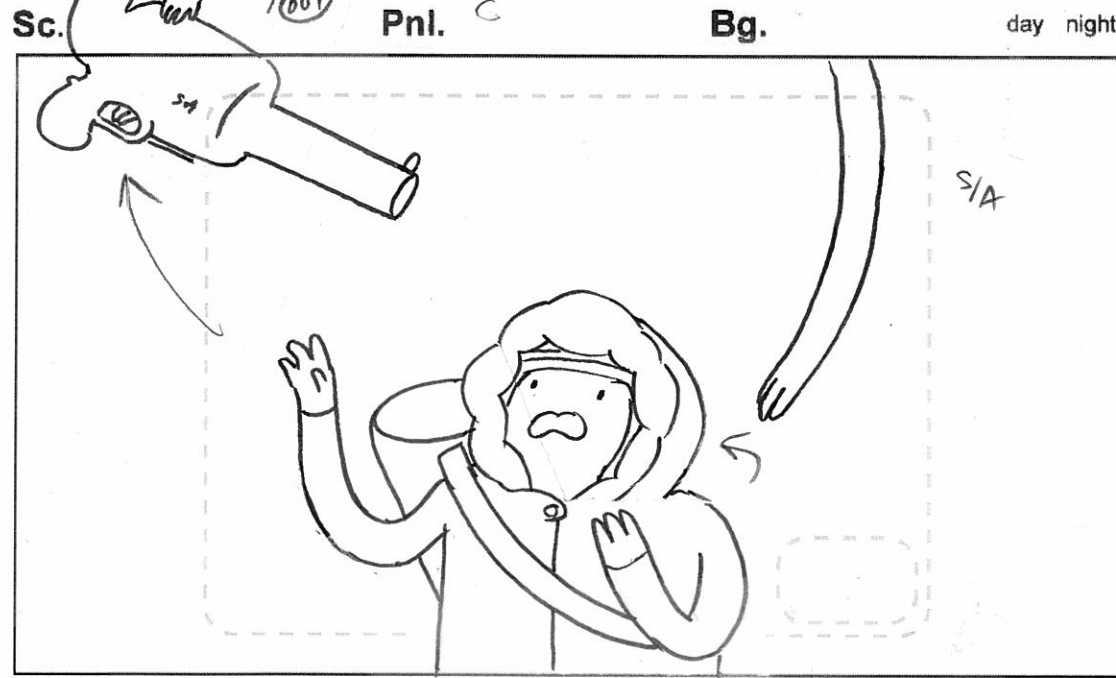
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ADVENTURE TIME



Dialog:	
<u>PB:</u> [GRUNT]	
Action:	<u>- HAND #1 LOWERS ON/S.</u> <u>PB PULLS HER HOOD BACK</u>
Timing:	

ADVENTURE TIME



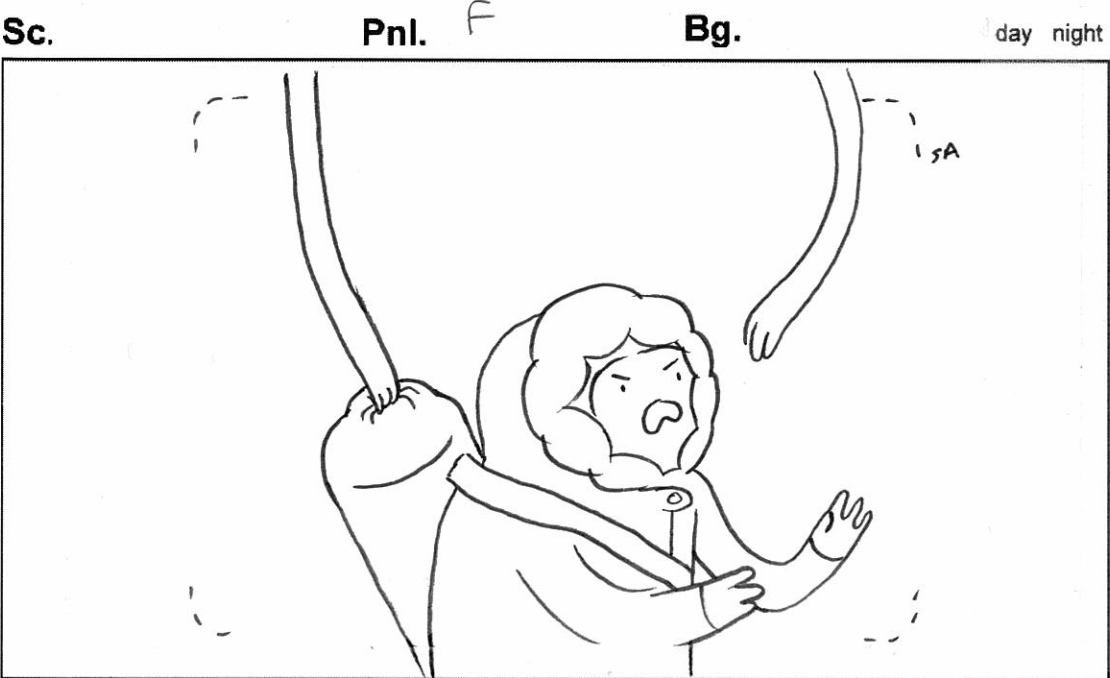
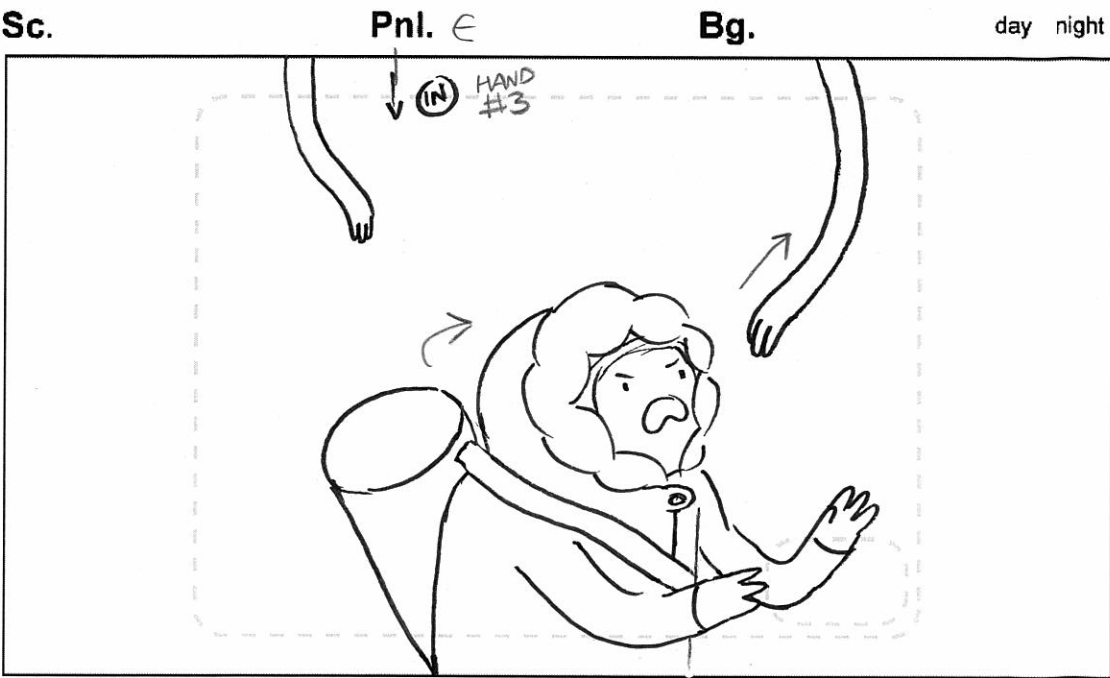
Dialog:	PB: "GASP"	
Action:	- HAND ^{#1} GOES DOWN AND STEALS GUN AWAY	- HAND ^{#2} GOES DOWN STROKES SIDE OF HER FACE
Timing:		

100898

EPISODE #

Production :

ADVENTURE TIME



Dialog:
<u>PB</u> : HEY!
Action:
#3 HAND DROPS IN Behind her
Timing:

EPISODE # 100898

Production :

ADVENTURE TIME



Sc. Pnl. **OUT** G Bg. day night

Sc. Pnl. A Bg. day night

Dialog:

Action: HAND #3 PULLS BAG OUT FRAME.

Timing:

ADVENTURE TIME



Sc.	Pnl. <u>B</u>	Bg.	day night	Sc.	Pnl. <u>C</u>	Bg.	day night	

Dialog:	<p><u>LADY</u> - NYAN NYAN NYAN NYAN (QUICK CHEWING) ↗</p>	<p><u>LADY</u> NYAN NYAN NYAN OUT</p>
Action:	<p>LADY CHOMPS HAND IN FRONT (LURCHES FORWARD) OF HER</p>	<p>LADY PULLS HER RT. ARM UP AND CHOMPS THE ANOTHER ARM/TENDRIL</p>
Timing:		

100898

EPISODE #

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
	D								

Dialog:	<u>L</u> : [SPITTING]
Action:	<ul style="list-style-type: none">- ARMS LEAVE SHOT- LADY SPITS OUT ARM PIECES / SPITTLE
Timing:	

100898
EPISODE #
Production :

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night	

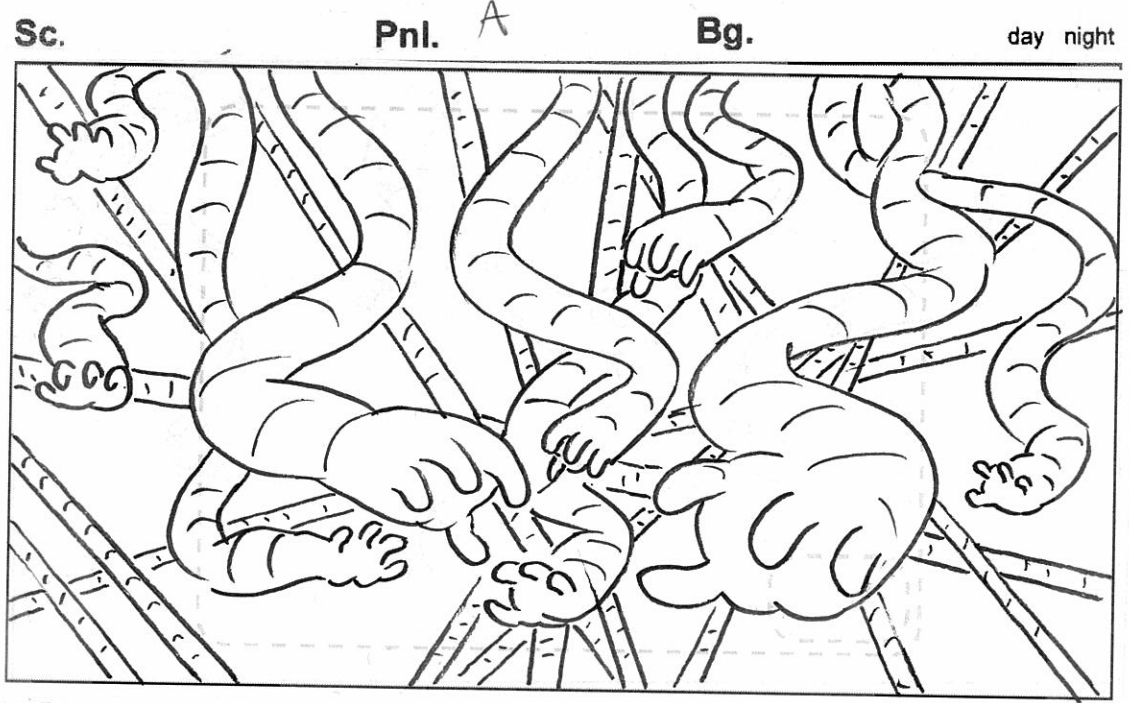
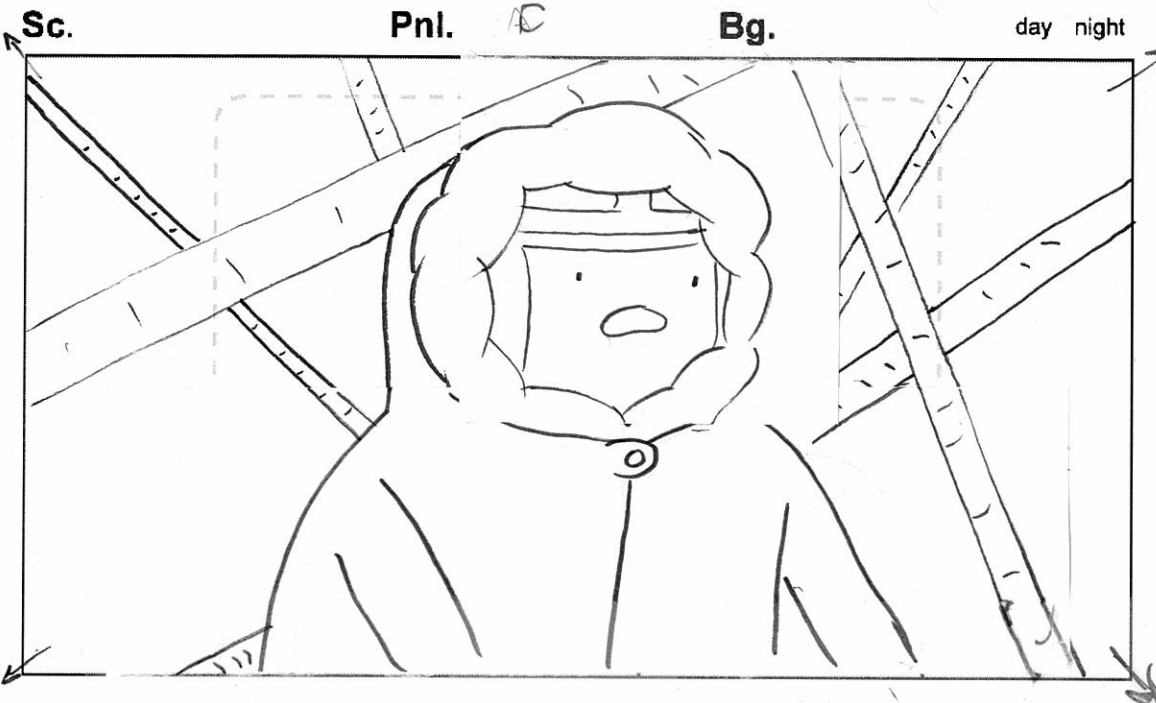
Dialog:	
Action: <ul style="list-style-type: none">- A few arms are already in the shot- MORE ENTER THE FRAME.	<ul style="list-style-type: none">- LADY BACKS OUT QUICKLY- ARMS CHASE HER.
Timing:	

100898

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action: <i>B6 Scales larger.</i> <i>- HANDS WRITHE / CLOSER TO CAMERA</i> <i>- B6 SCALES TO AIPER LIKE IT'S BECOMING MORE DISTANT.</i>
Timing:

100898

EPISODE #

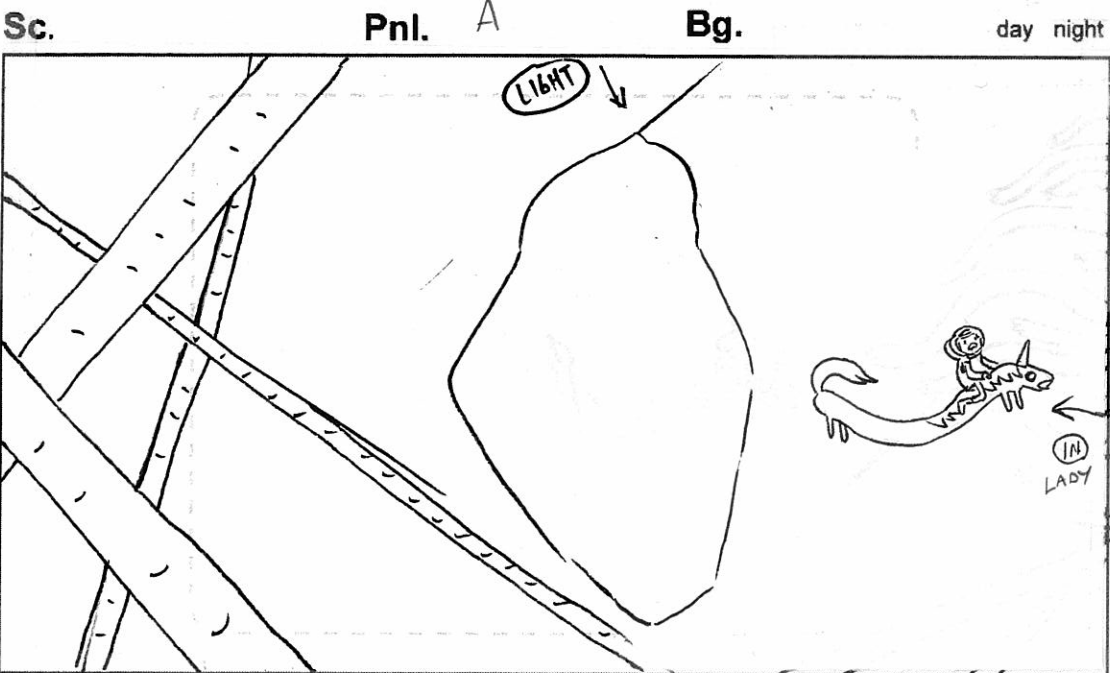
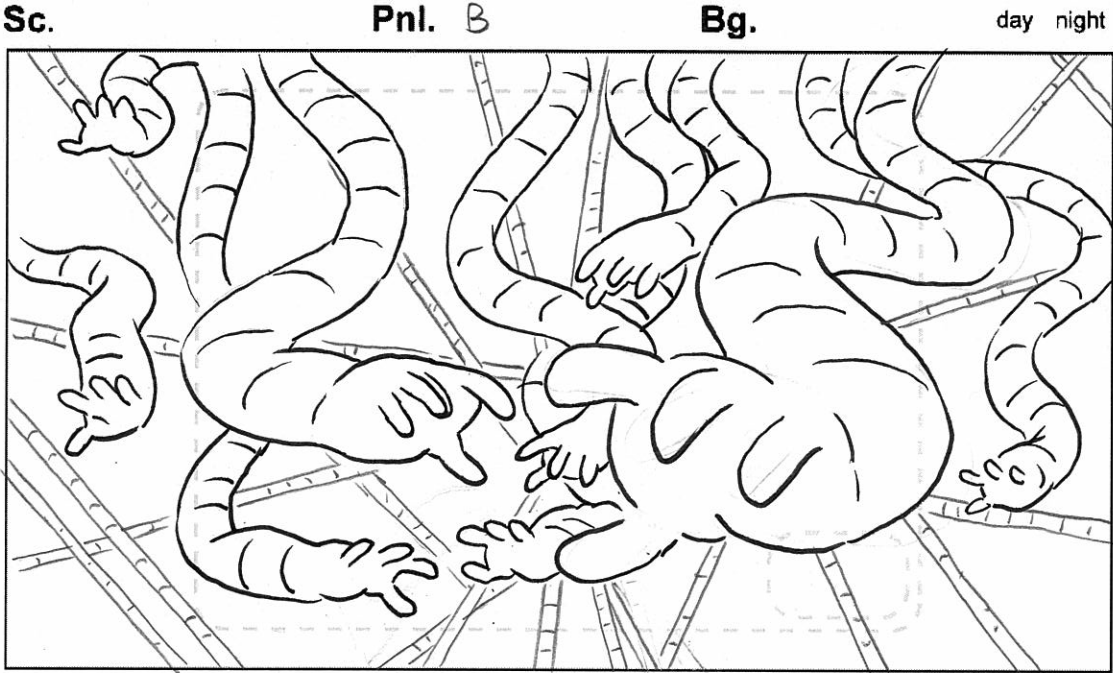
Production :

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ADVENTURE TIME



Page 71 A



Dialog:

Action:

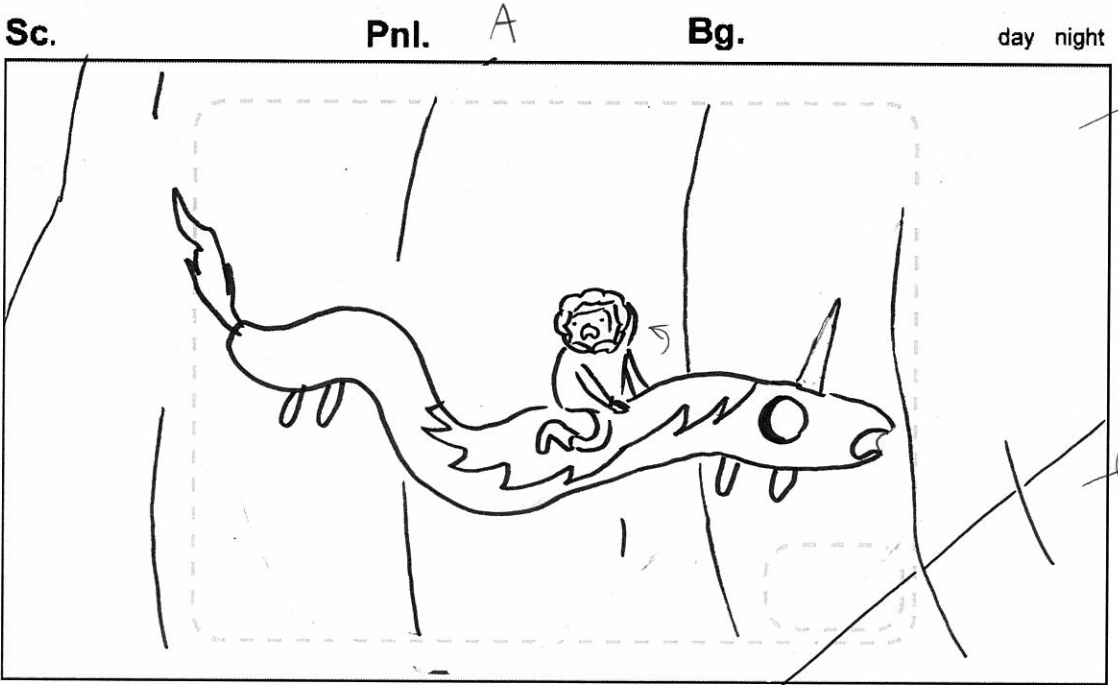
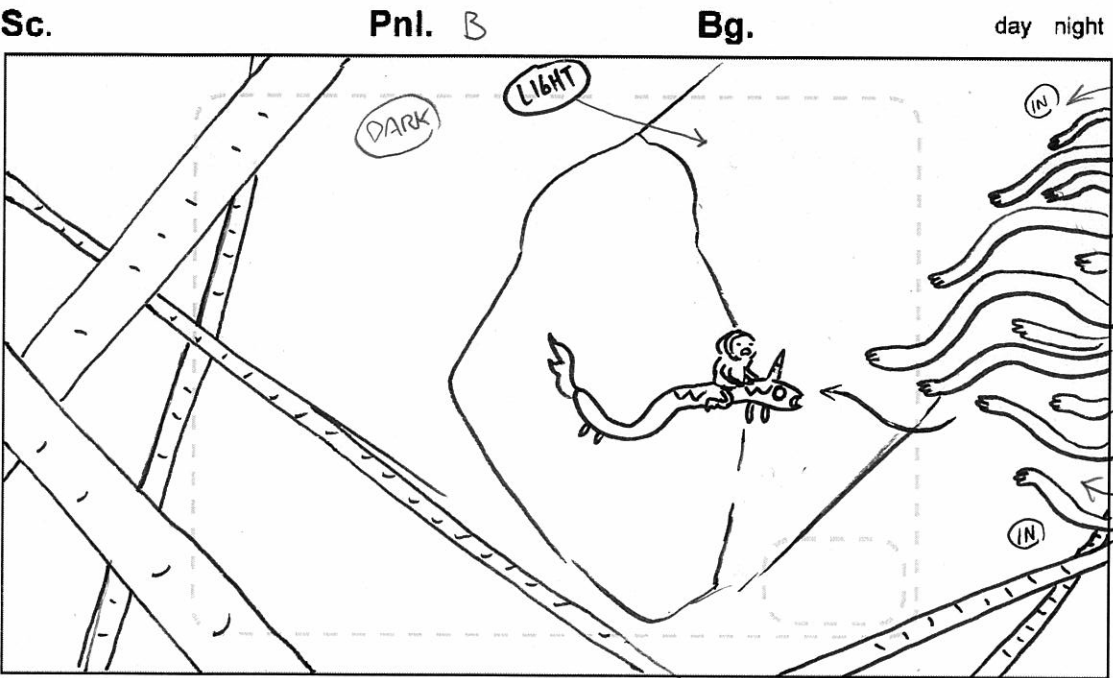
- SCALE BG ON AS IT BECOMES MORE DISTANT.

Timing:

EPISODE # 1008-98

Production :

ADVENTURE TIME



Dialog:		PB: LADY! PHASE THROUGH THE WALL!	
Action:		- LADY BACKS TOWARDS WALL.	- PB LOOKS BACK.
Timing:			

100058
EPISODE #
Production :

ADVENTURE TIME



Page 73

or transferred.

Sc.

Pnl. B

Bg.

day night

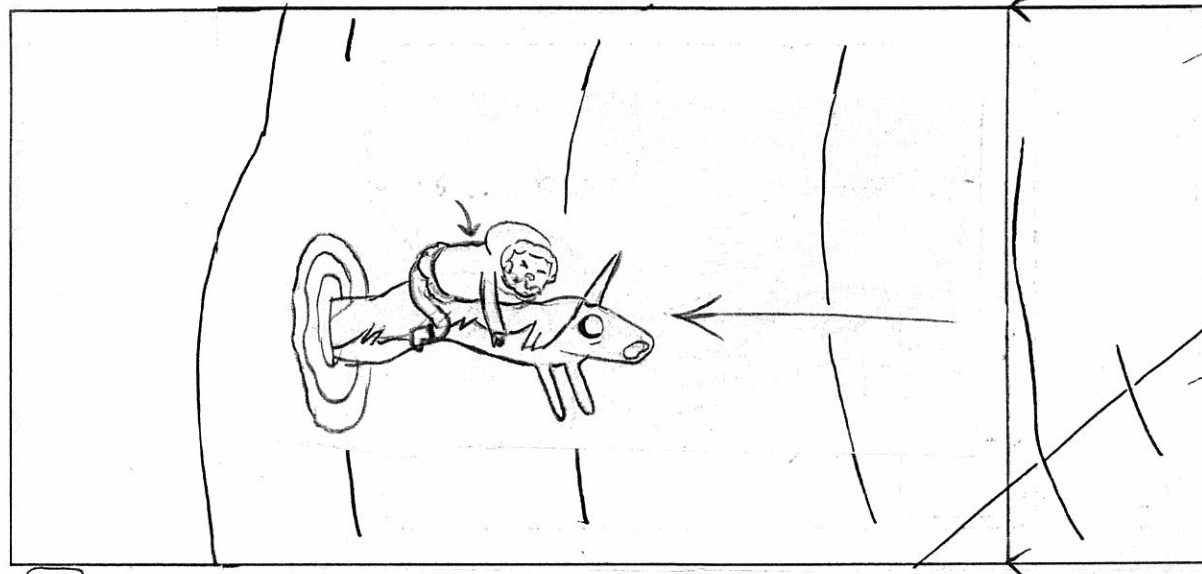
Sc.

Pnl. C

Bg.

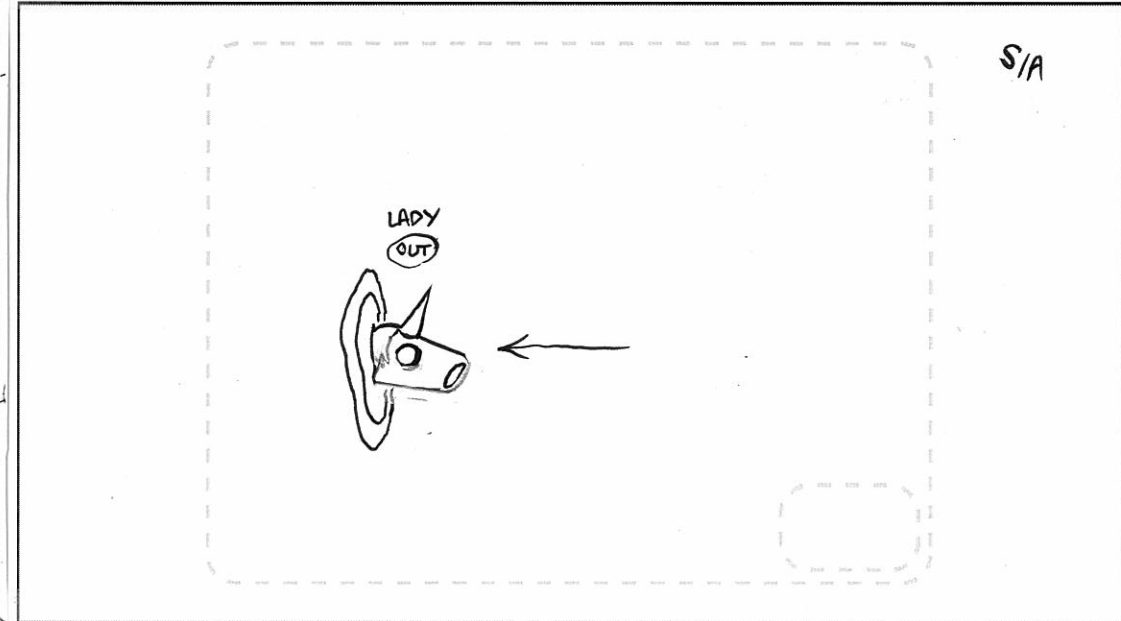
day night

ADJ.



ADJ

START



Dialog:

Action: - LADY PHASES BACKWARDS THROUGH WALL.

- LADY PHASES OFF/S.

- ADJ. W/ ACTION

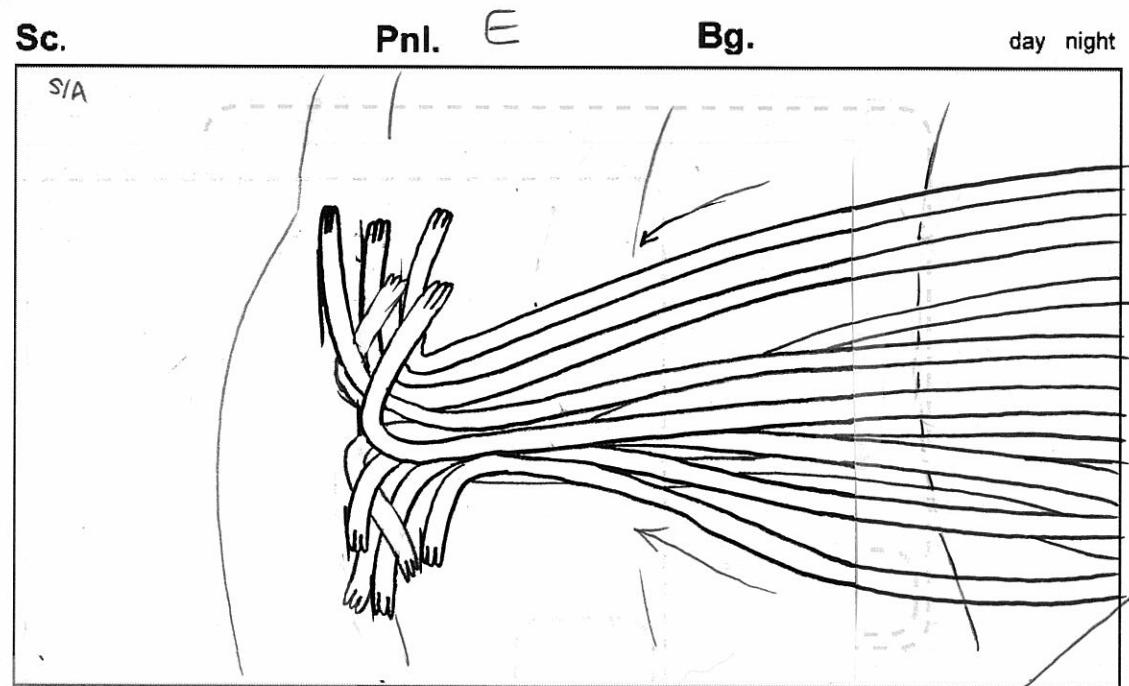
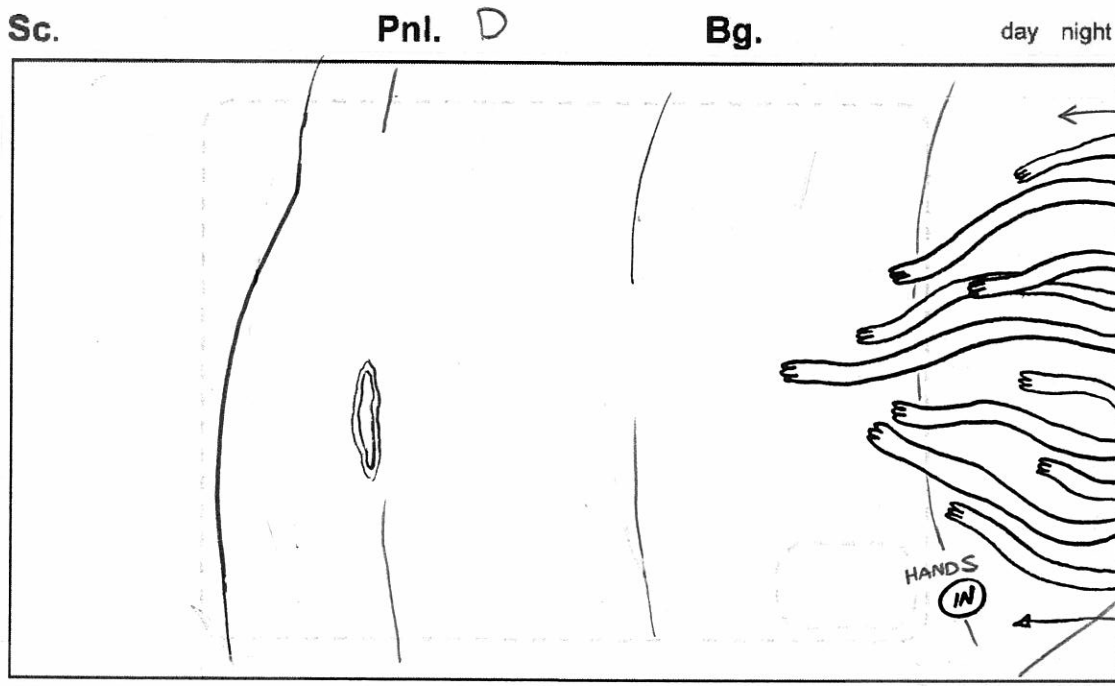
Timing:

EPISODE # 1008-98

Production :

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ADVENTURE TIME



Dialog:	
SFX: *FWAMM!!*	
Action:	- ARMS RUSH ON/IS.
	- ARMS CRASH INTO WALL.
Timing:	

EPISODE # 1008-98

Production :

ADVENTURE TIME



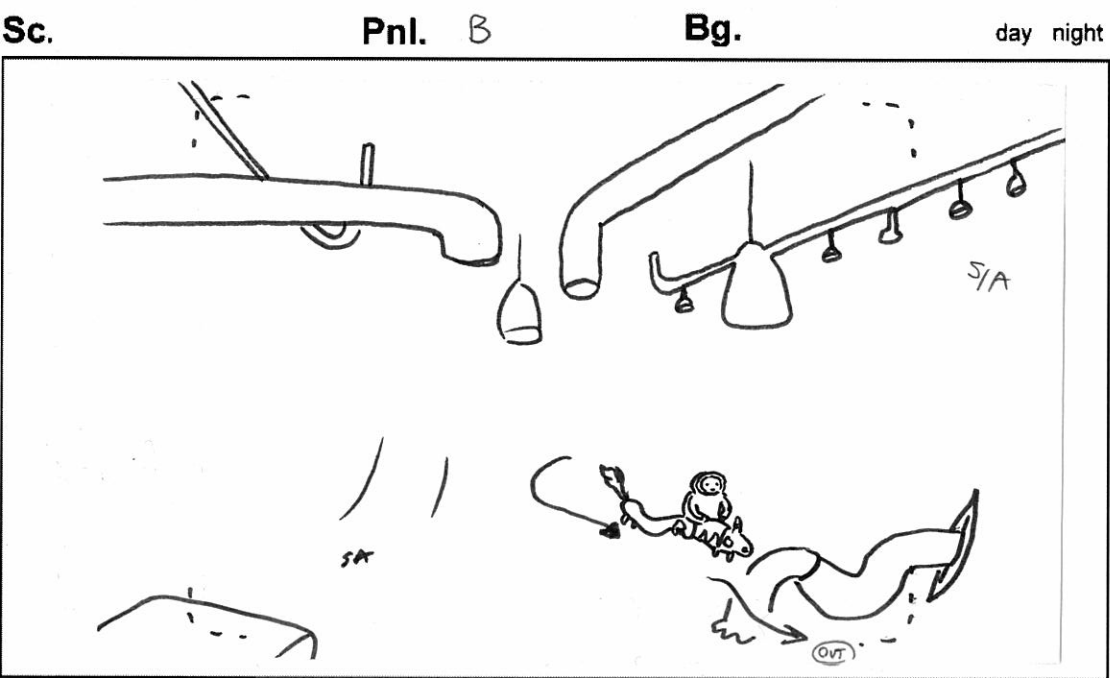
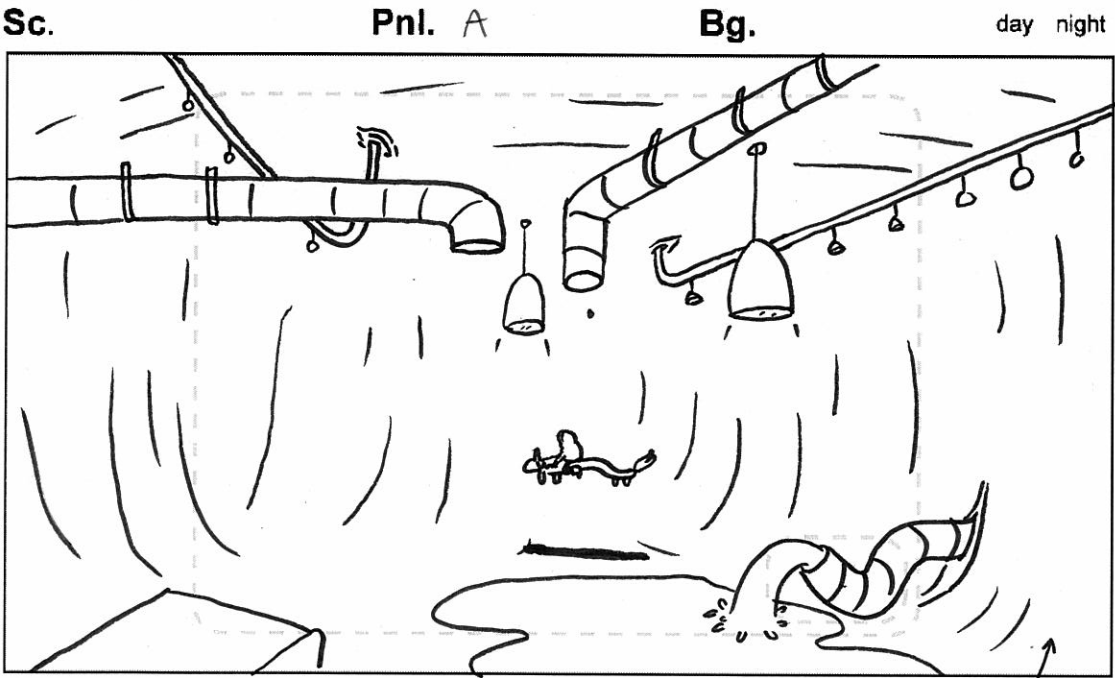
Sc.	Pnl. A	Bg.	day	night	Sc.	Pnl. B	Bg.	day	night

Dialog:	<p>PBT LADY: [BREATHING HEAVY]</p> <p>L: your weapons!</p> <p>→ (cont.)</p>
Action:	
Timing:	

EPISODE # 100898

Production :

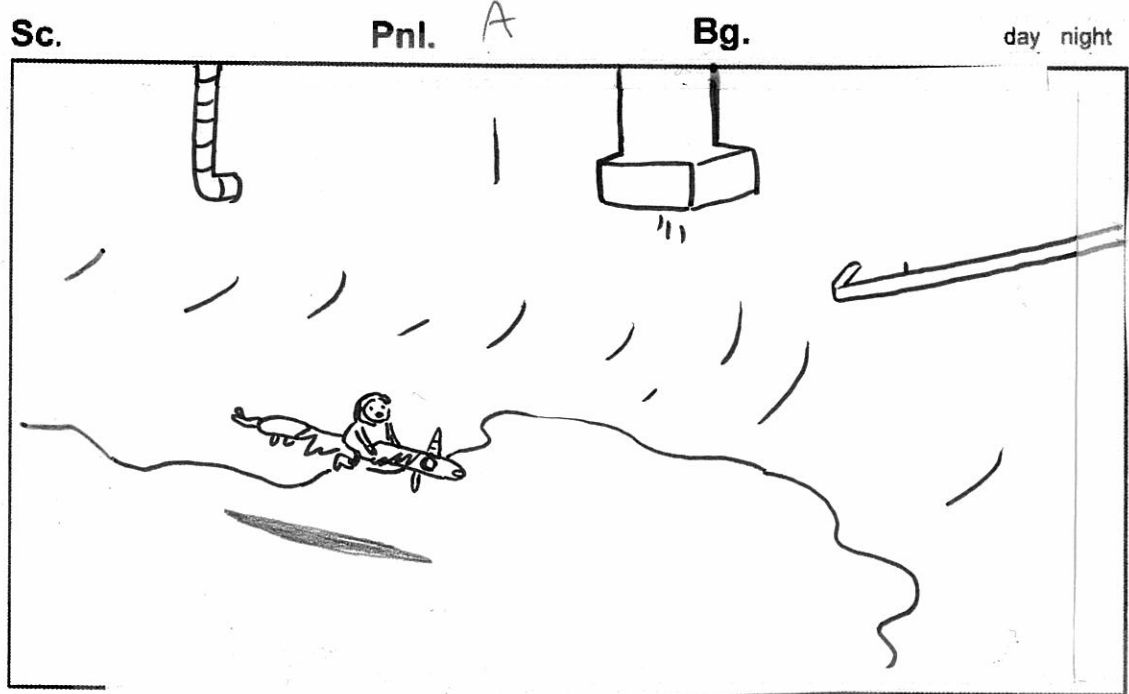
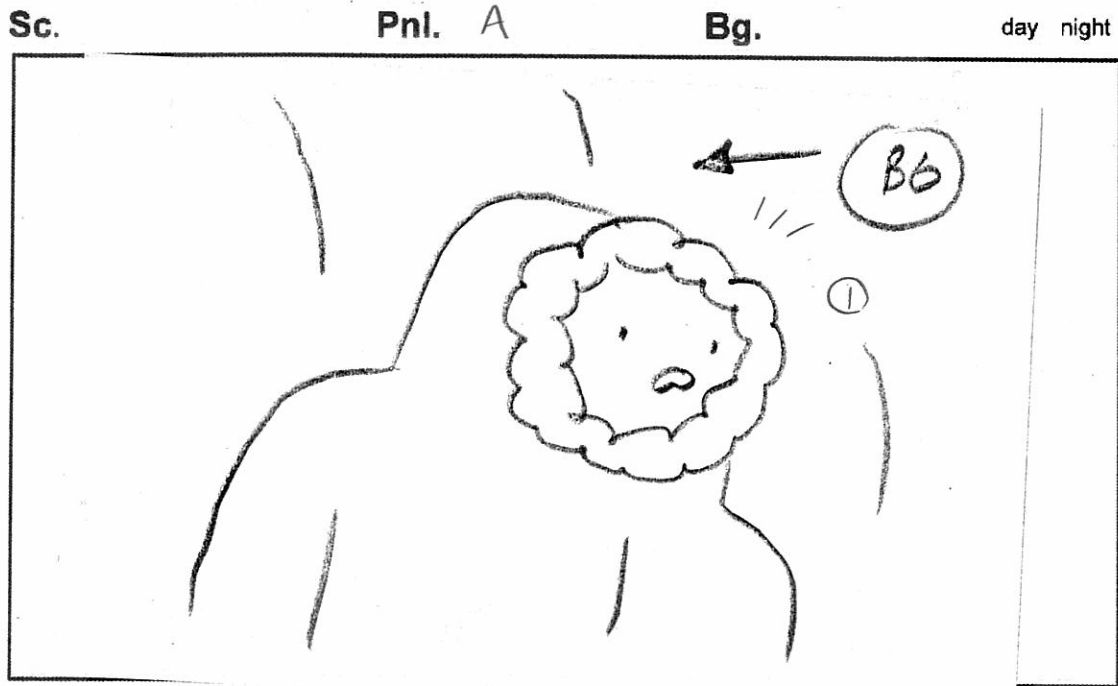
ADVENTURE TIME



Dialog:	<p>there's PB: come on, no turning back now..</p> <p>WALLS LIKE INSIDE OF MOUTH</p>
Action:	<p>- LADY FLIES OFF/S.</p>
Timing:	

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ADVENTURE TIME



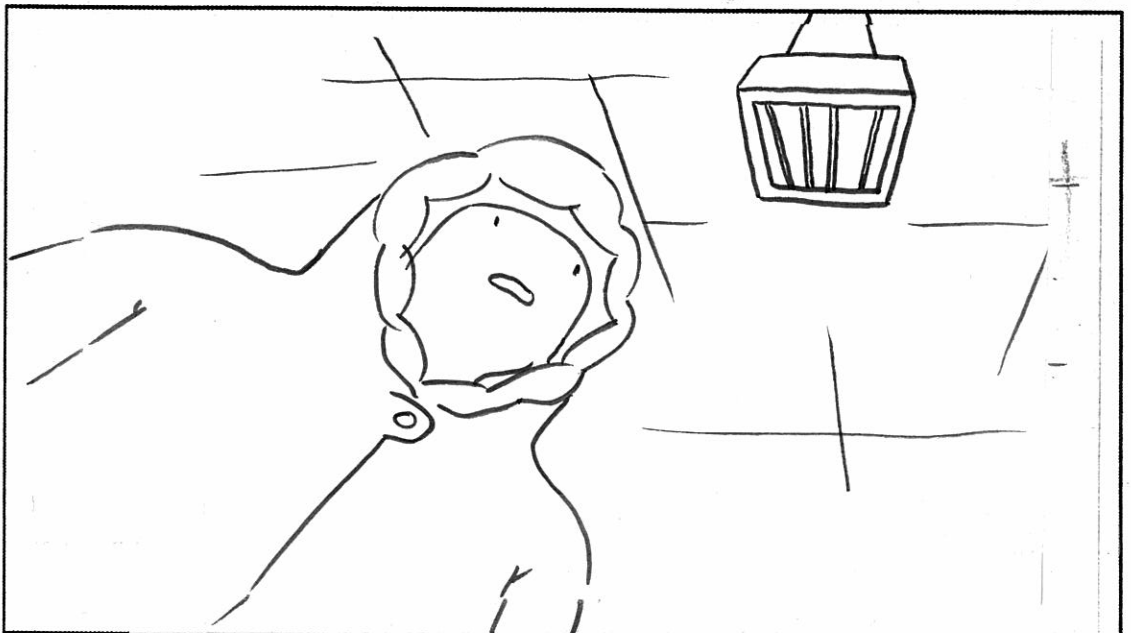
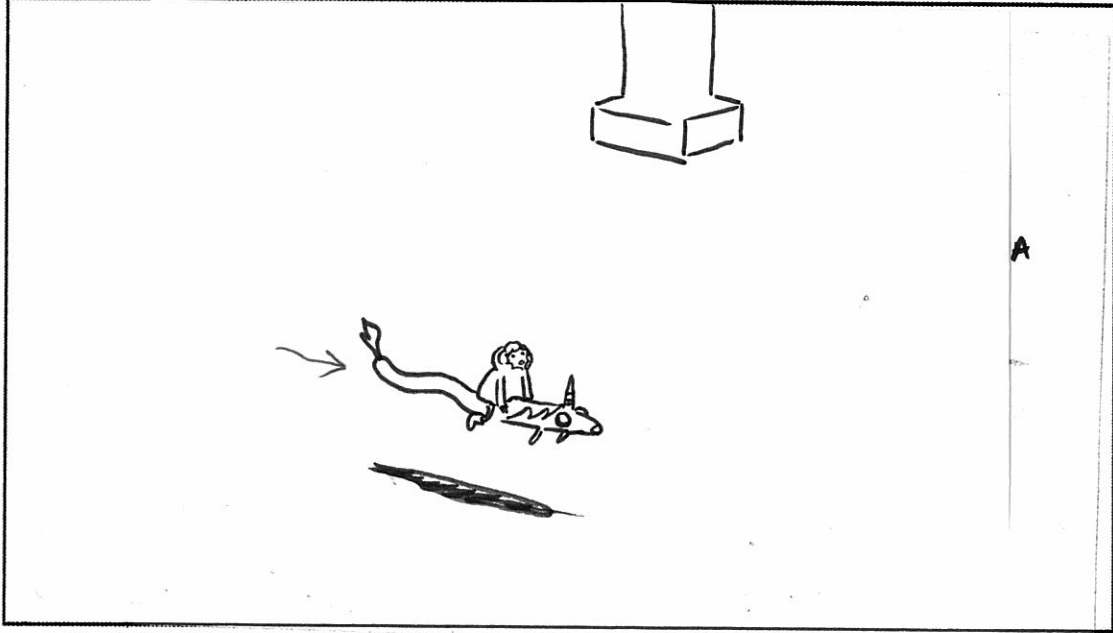
Dialog: <u>IK:</u> (o/s) [INDISTINCT CONVERSATION] THIS IS TOTAL BUNK, YOU RUNTY-RUNT, !!		<u>IK:</u> (o/s) , YOU'RE ONLY IN LOVE WITH HER BECAUSE I'M IN LOVE WITH HER!	
Action: -PB LOOKS UP. 		-PB + LADY LOOK UP AT VENT.	
Timing:			

EPISODE # 100898
Production :

ADVENTURE TIME



Sc. Pnl. B Bg. day night Sc. Pnl. A Bg. day night



Dialog:		IK: (a/s) you COPIER!	
Action:	-PB + LADY FLOAT CLOSER TO VENT.		
Timing:			

ADVENTURE TIME



Page 79

Sc.	Pnl. <u>A</u>	Bg.	day night	Sc.	Pnl. <u>B</u>	Bg.	day night

<p>Dialog:</p> <p><u>IK:</u> I'VE BEEN PLAYING THIS GAME A LOT... LONGER THAN YOU, PAL.</p>	<p><u>IK:</u> PB IS <u>MINE</u>! PAL</p>
<p>Action:</p>	
<p>Timing:</p>	

100898

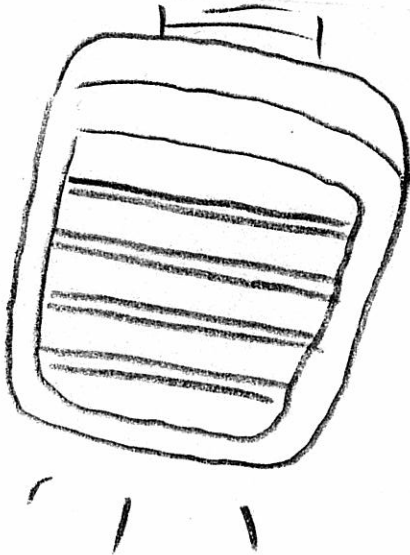
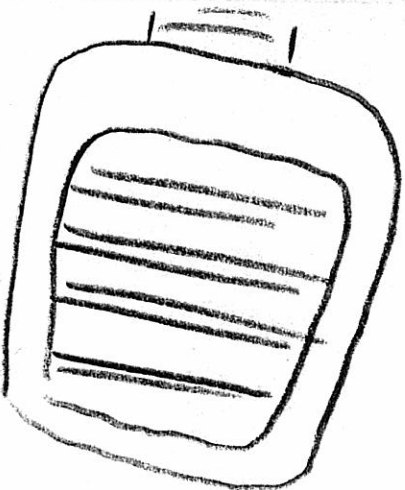
EPISODE #

Production :

ADVENTURE TIME



Page 80

Sc.	Pnl.	C	Bg.	day	night	Sc.	Pnl.	P	Bg.	day	night
											
			S/A						S/A		

Dialog:	<u>IK</u> : (o/s) I'VE BEEN WORKING MY MOVES - SMOOTH-TALKIN' HER! SHOWING HER MAGIC TRICKS!	<u>IK</u> : <BEAT> DON'T IGNORE ME! SFX: * FOOTSTEPS * COME BACK!
Action:		
Timing:		

EPISODE # 100898

Production :

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ADVENTURE TIME



Sc.	Pnl.	A	Bg.	day	night	Sc.	Pnl.	A	Bg.	day	night

Dialog:	<u>LRCRN</u> - ICE KING!	<u>PB</u> - I'm picking up three heart signatures.
Action:	- PB LOOKS AT HER HEART MONITOR,	
Timing:		

EPISODE # 100898
Production :

ADVENTURE TIME



Page 82

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
	B								

Dialog:	<p><u>PB</u>: he must be talking to Finn & Jake.</p>
Action:	<p>PB LOOKS UP</p>
Timing:	

100898

EPISODE #

Production :

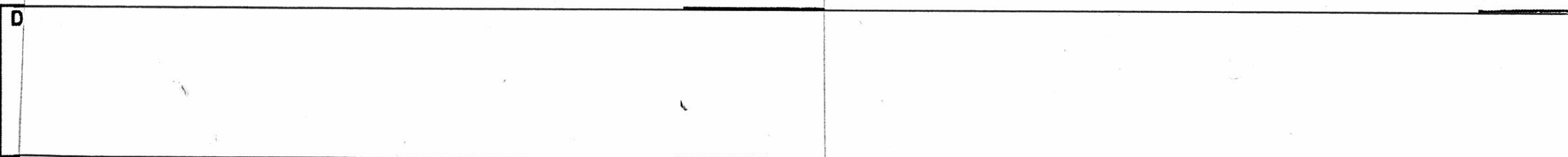
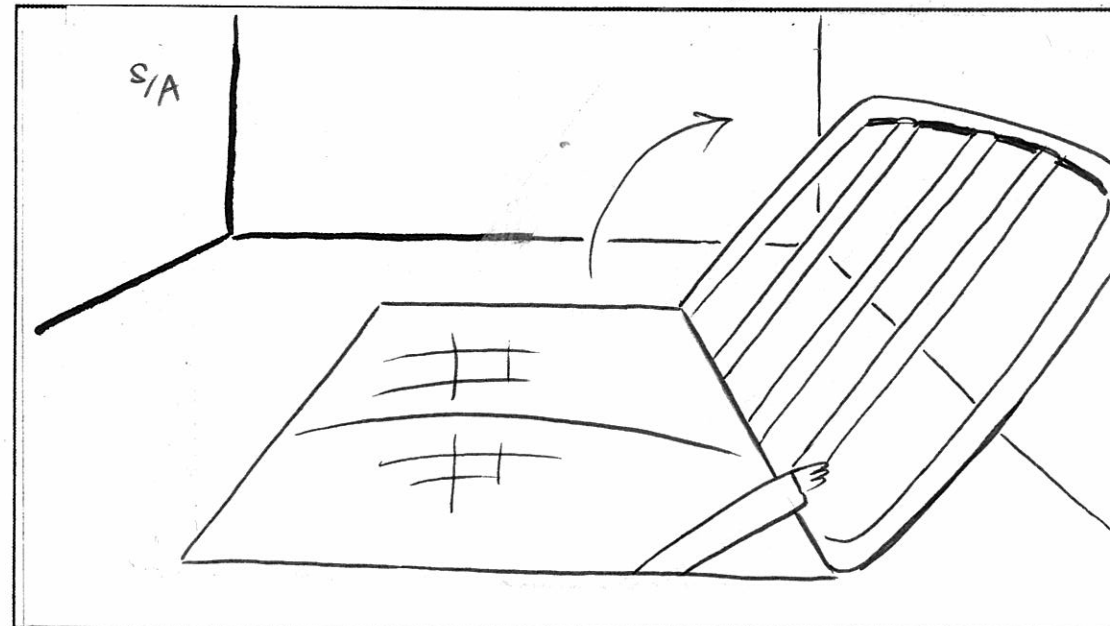
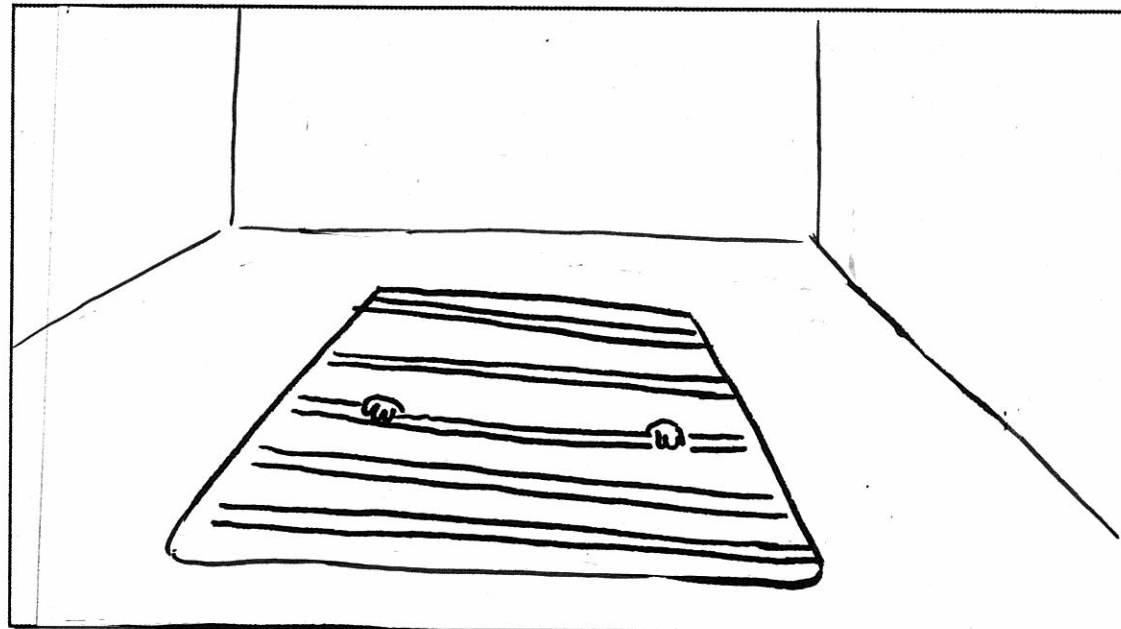
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ADVENTURE TIME



Page 83

Sc. Pnl. A Bg. day night Sc. Pnl. B Bg. day night



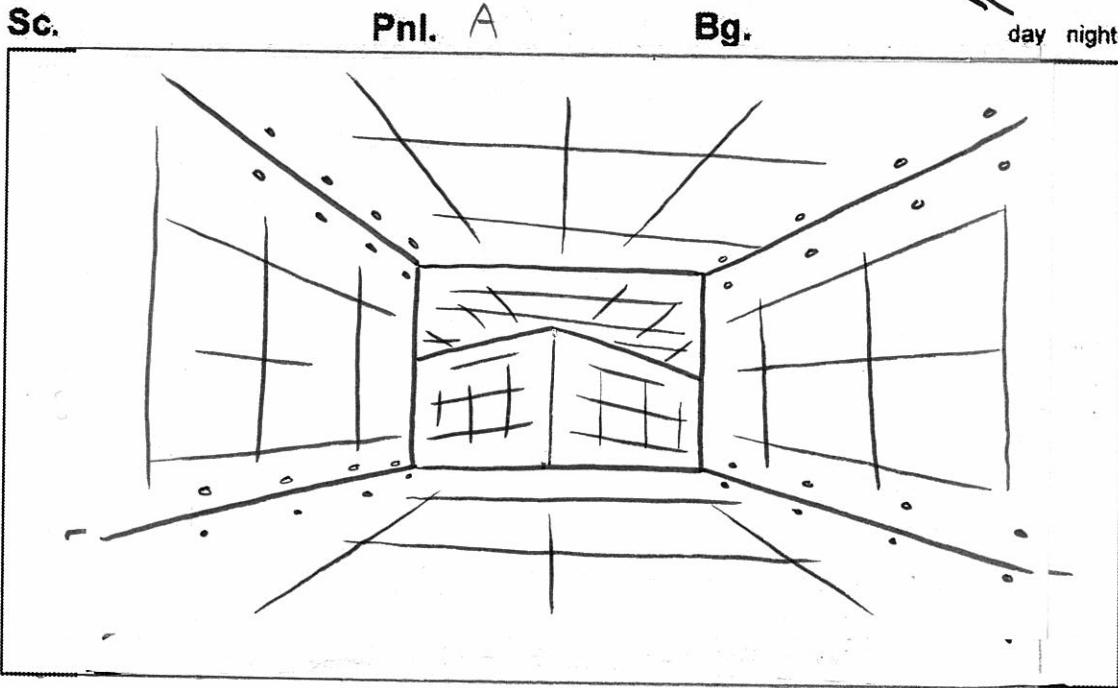
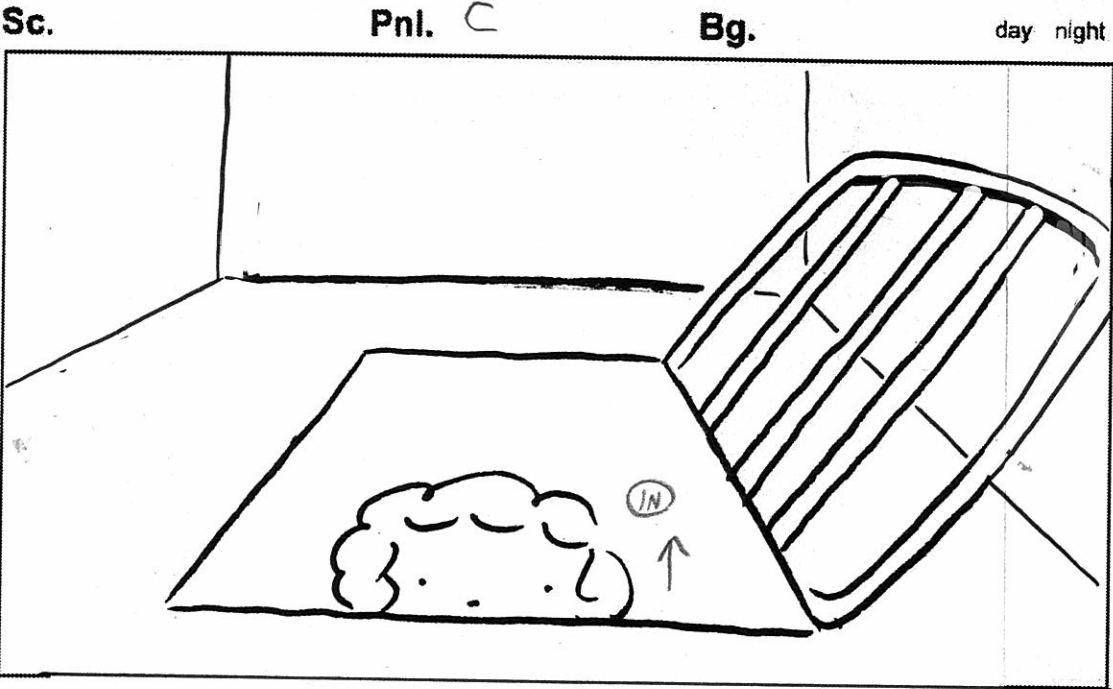
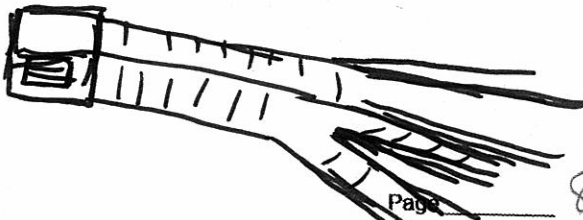
A (INSIDE OF VENT) - PB FLIPS OPEN GRATE

Timing:

EPISODE # 100898

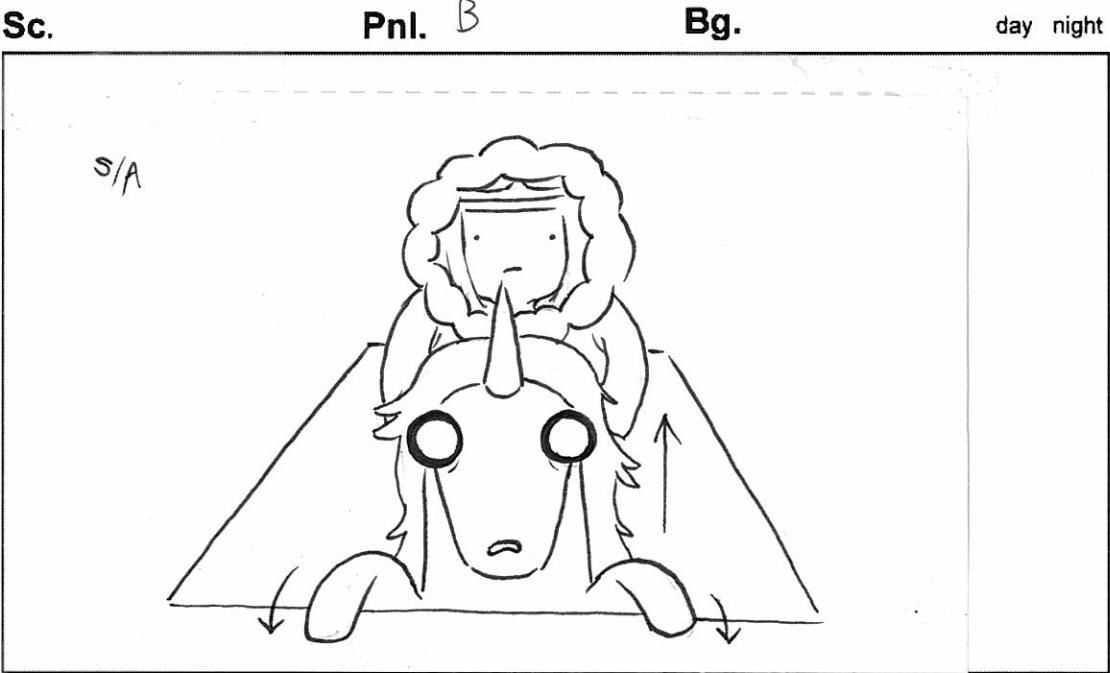
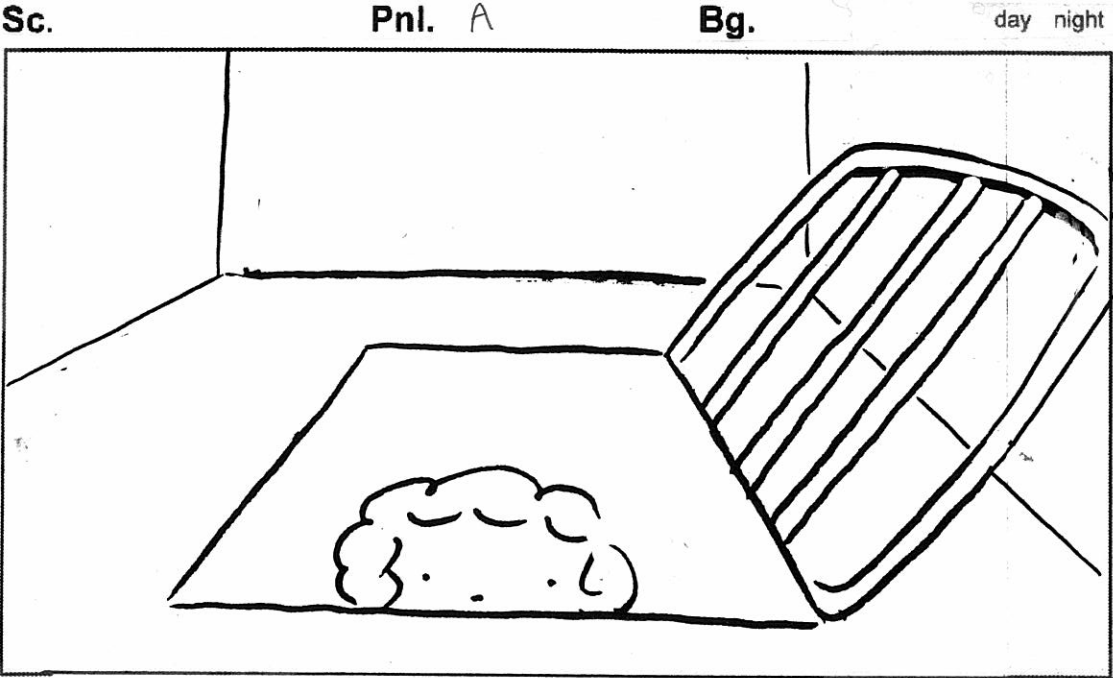
Production :

ADVENTURE TIME



Dial		
Acti	- PB PEAKS HER HEAD THROUGH OPENING.	- INT. DUCT TUNNELS.
Timing:		

ADVENTURE TIME

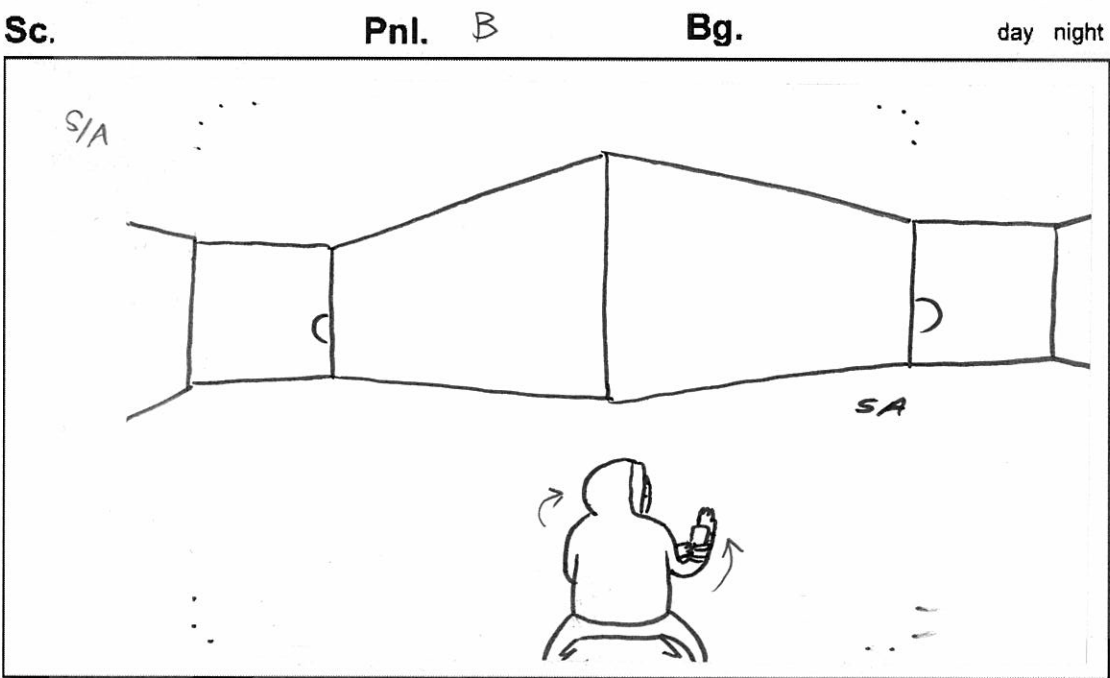
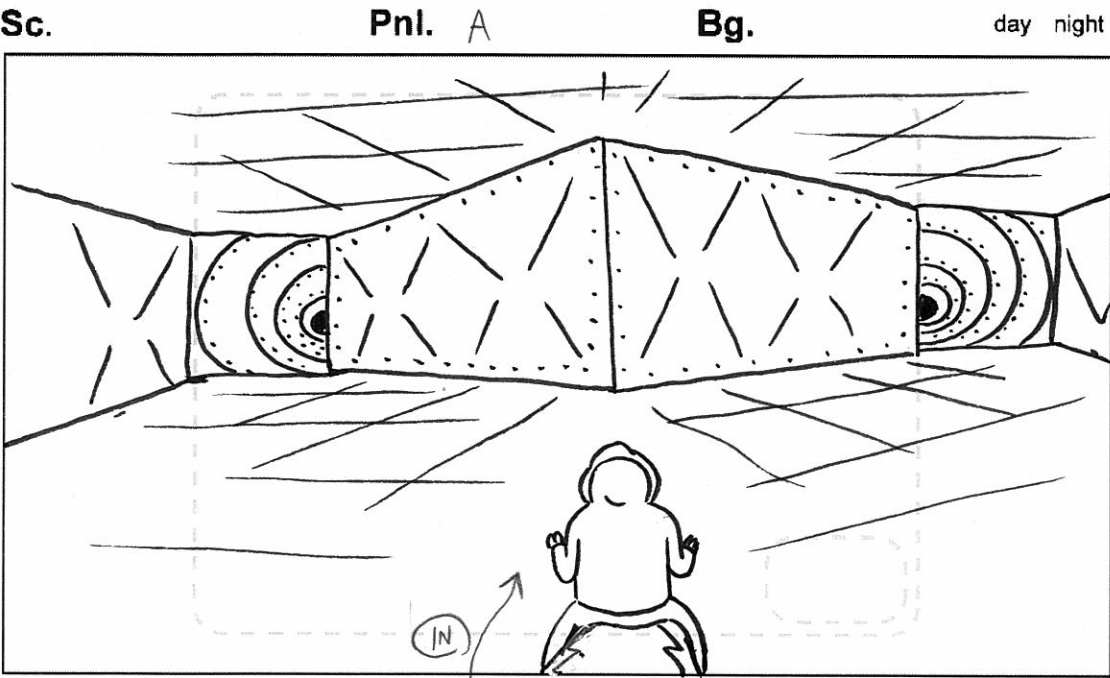


Dialog:	
Action:	-LADY RISE ON/S
Timing:	

EPISODE # 1008-98

Production :

ADVENTURE TIME



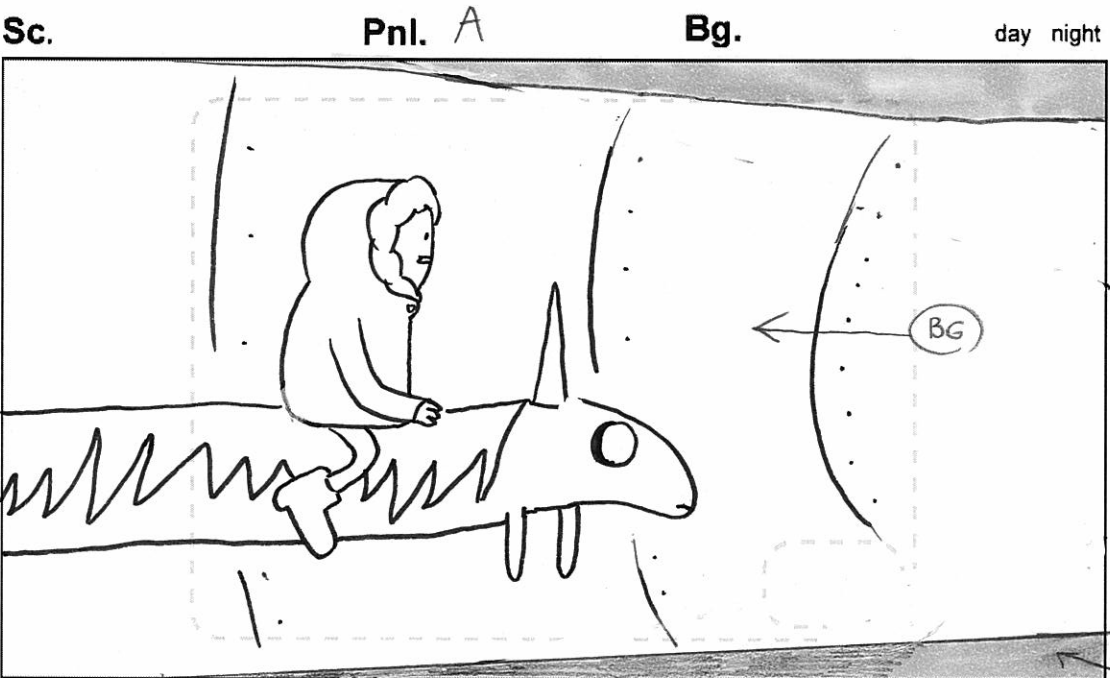
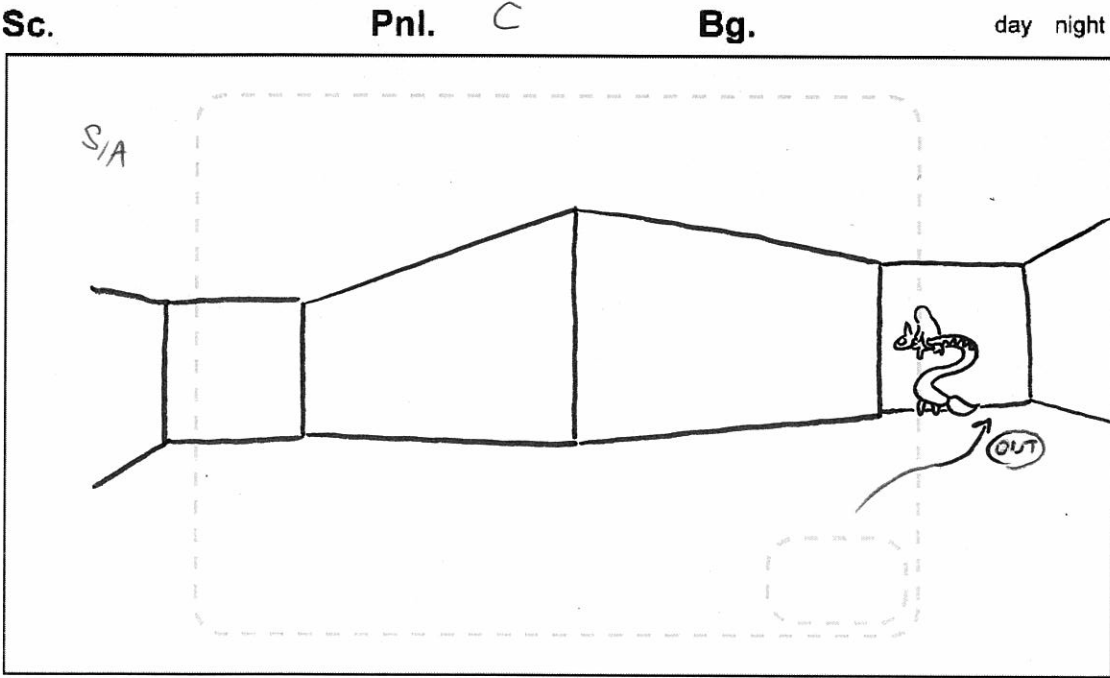
Dialog:	<p><u>PB</u>- GO TO THE RIGHT, LADY.</p>	
Action:	<p>- PB ENTERS SHOT - SEES VENT SPLIT OFF INTO TWO DIFFERENT DIRELTIONS.</p>	<p>- PB PULLS BACK HER SLEEVE - PB CHECKS HEART MONITOR.</p>
Timing:		

100898

EPISODE #

Production :

ADVENTURE TIME



Dialog:

Action: PB+RC GO INTO SHAFT.

Timing:

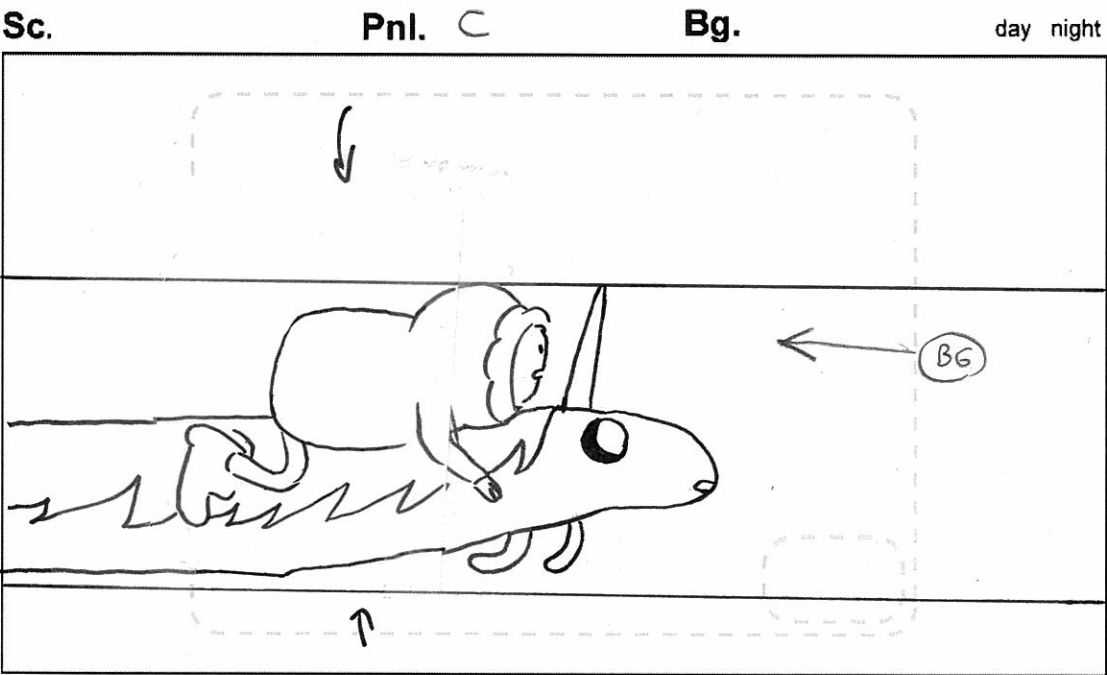
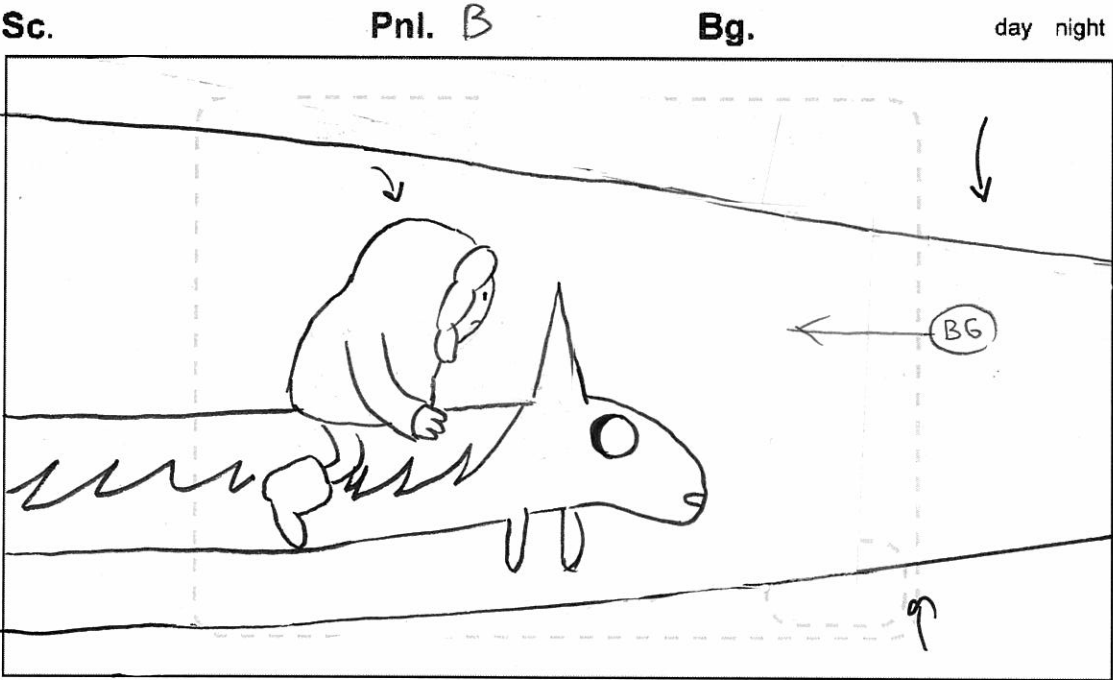
100898

EPISODE #

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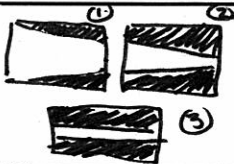
ADVENTURE TIME



Dialog:

Action: AS THEY TRAVEL THE TUNNEL GETS SMALLER AND SMALLER.

Timing:



100898
EPISODE #
Production :

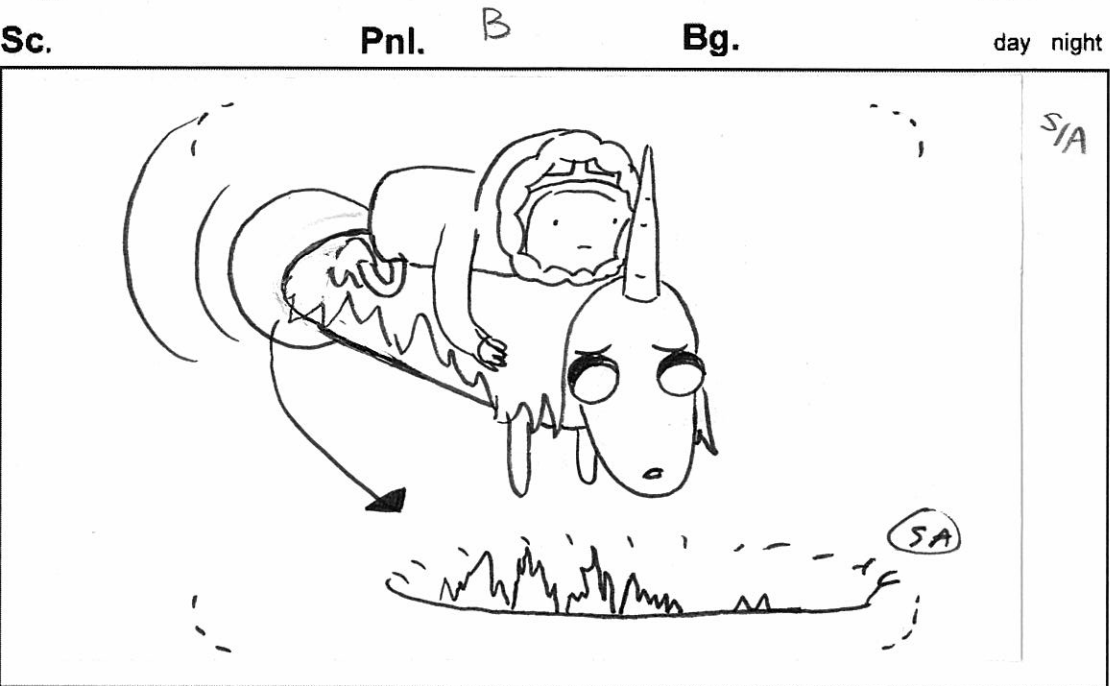
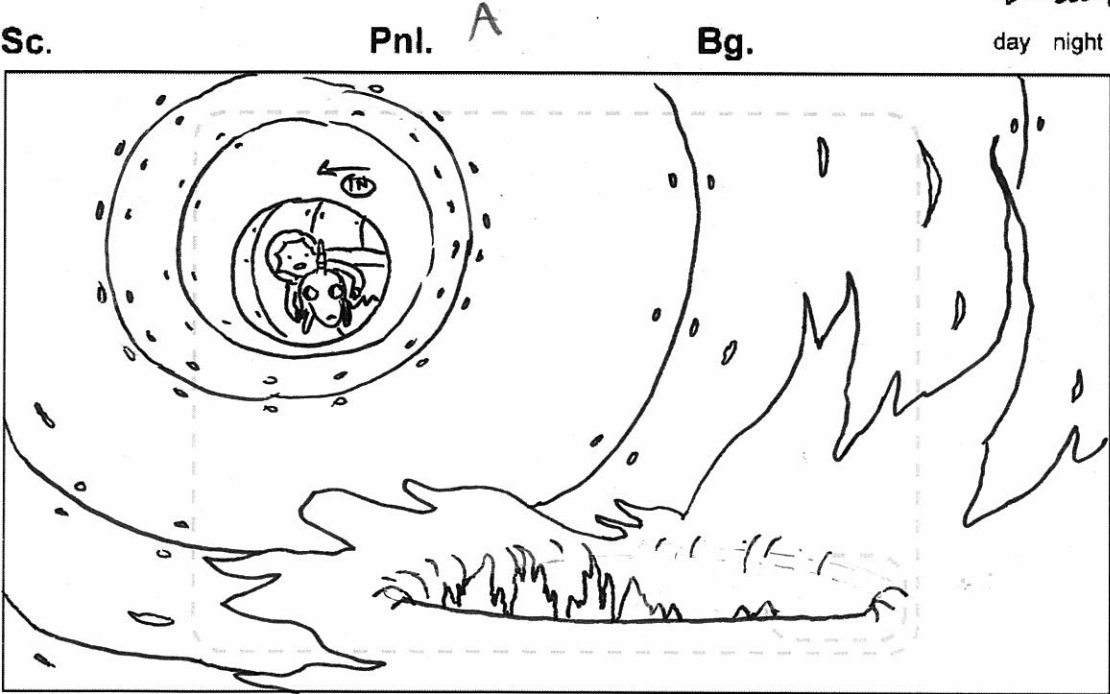
ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:	<p><u>L</u> : YOU'RE MAKING ME SWEATY.</p> <p><u>PB</u>: I'M SORRY I'M MAKING YOU SWEATY.</p>
Action:	
Timing:	

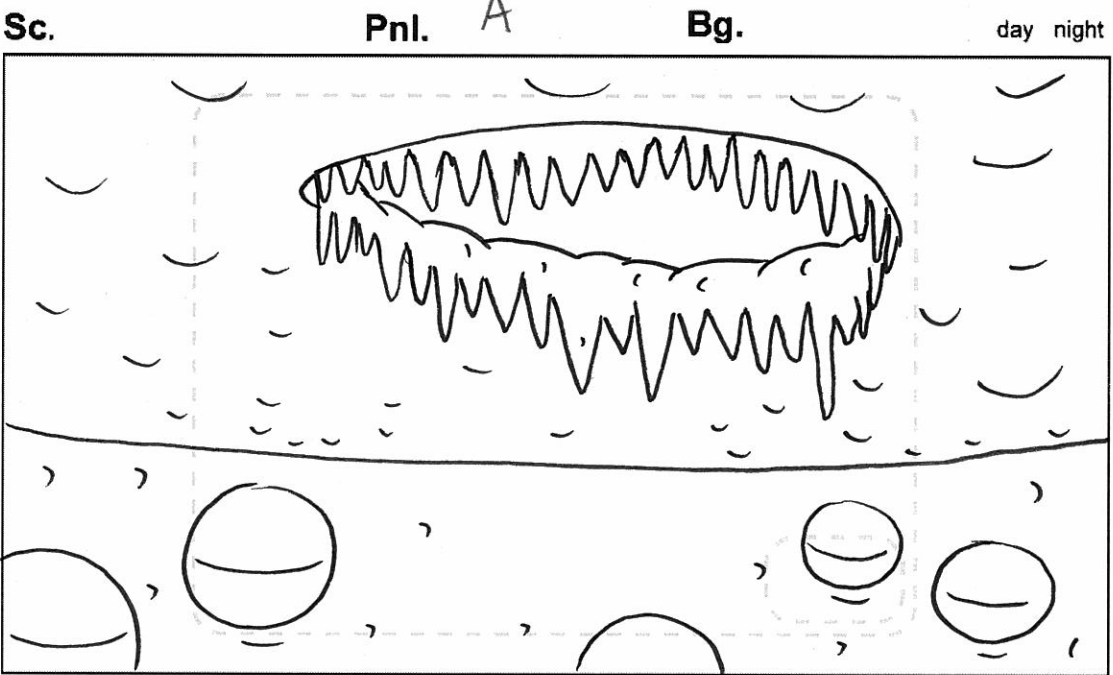
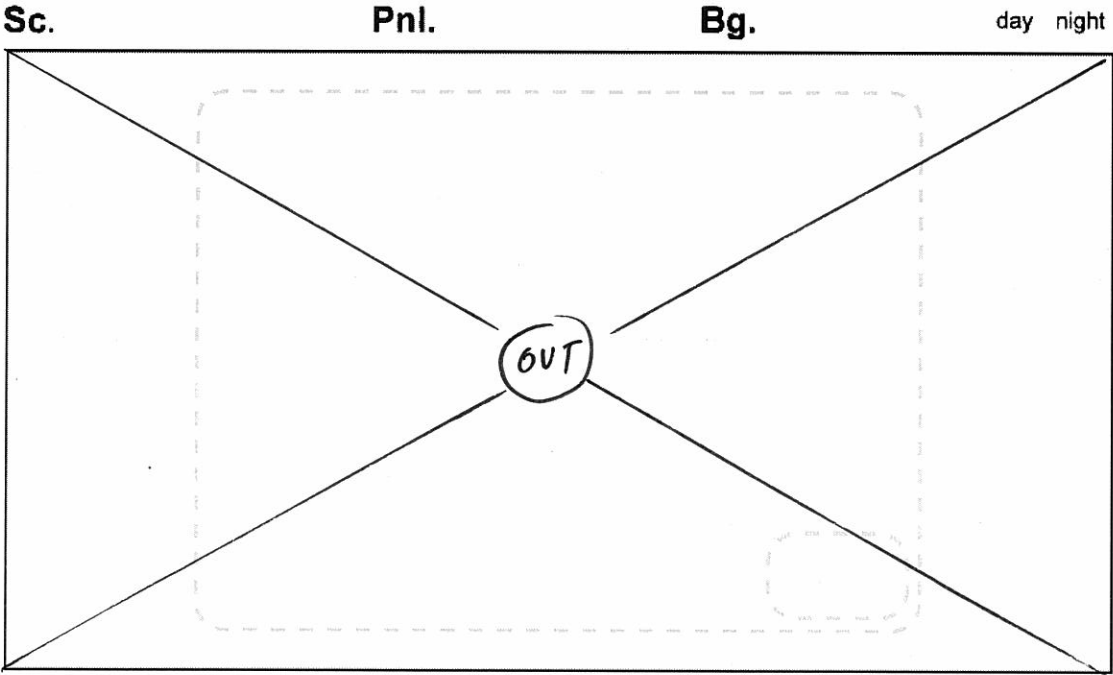
ADVENTURE TIME



Dialog:
Action: - LADY COMES ON/S AROUND CORNER - LADY FLOATS UP TO HOLE - LADY + PB LOOK DOWN HOLE.
Timing:

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ADVENTURE TIME



Dialog:
Action:
Timing:

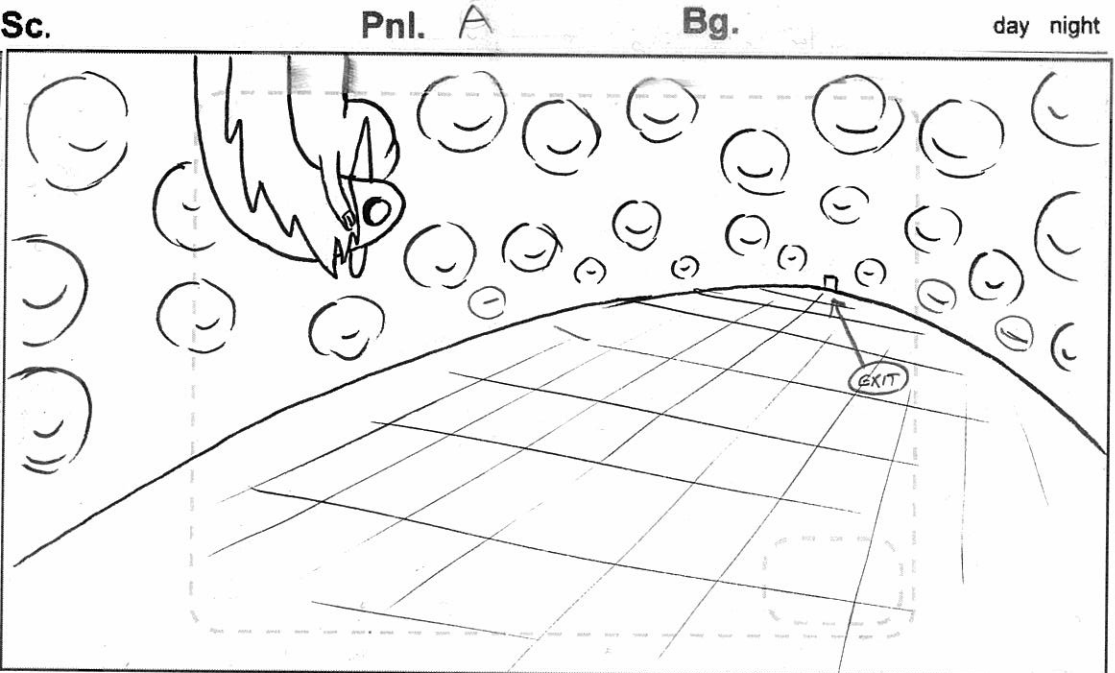
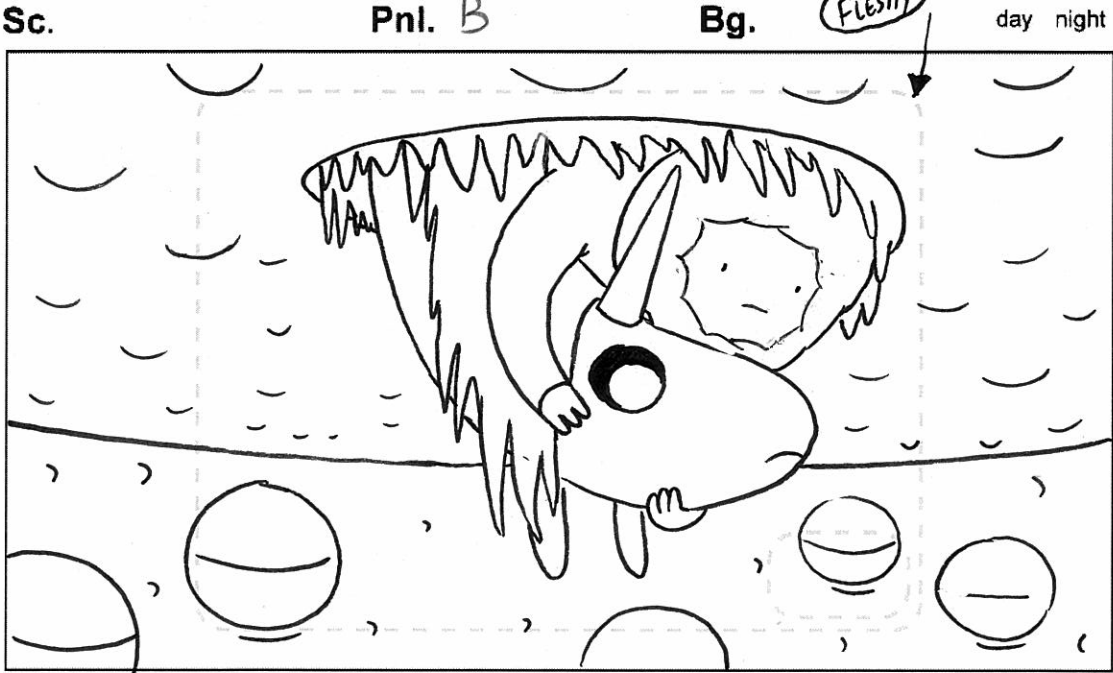
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EPISODE #

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ADVENTURE TIME



Dialog:
Action: - L+PB LOWER INTO ROOM
Timing:

100898
EPISODE #
Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

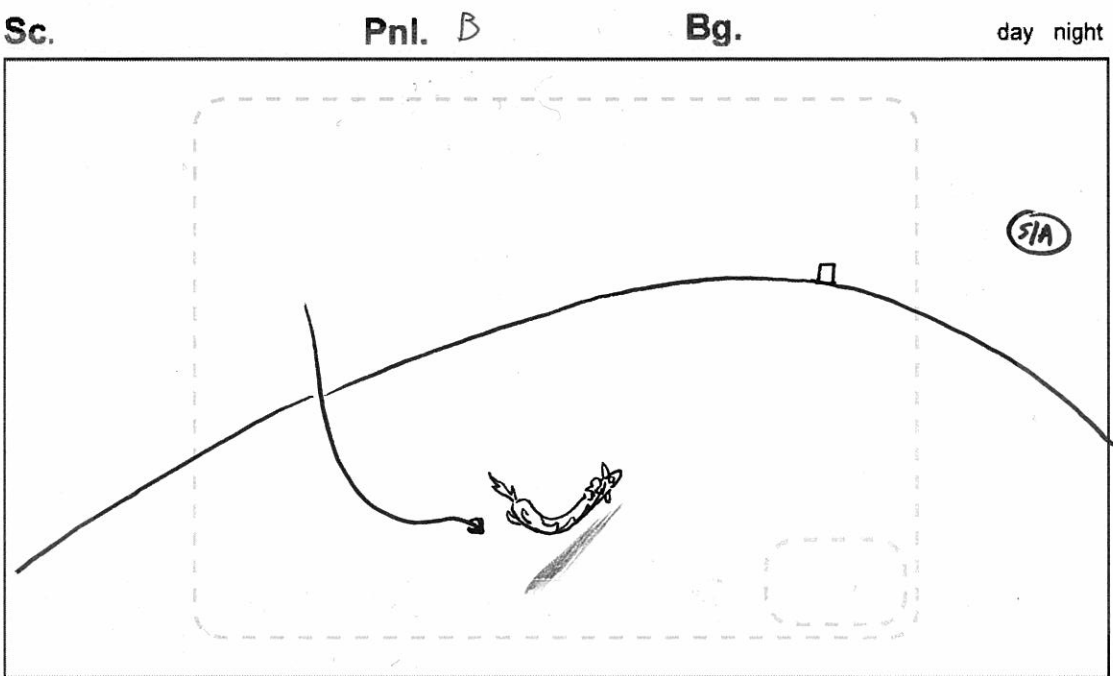
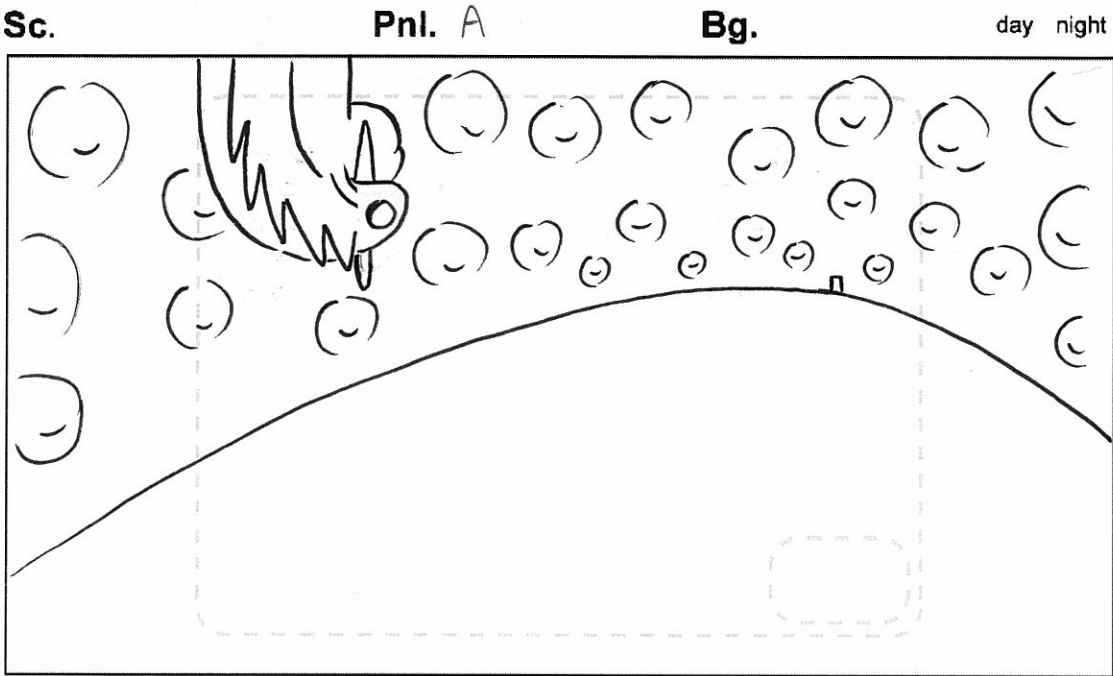
Sc. Pnl. Bg. day night

Dialog:	<u>L</u> : This room is larger than my love for pretty bird songs.
Action:	
Timing:	

EPISODE # 100898
Production :

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ADVENTURE TIME



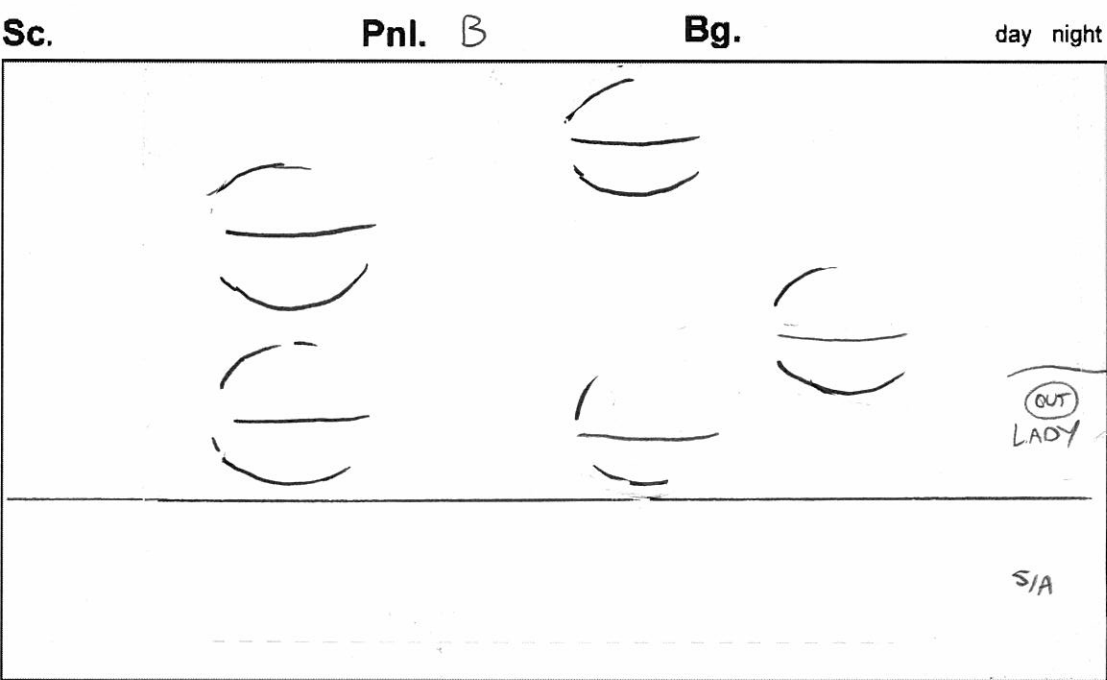
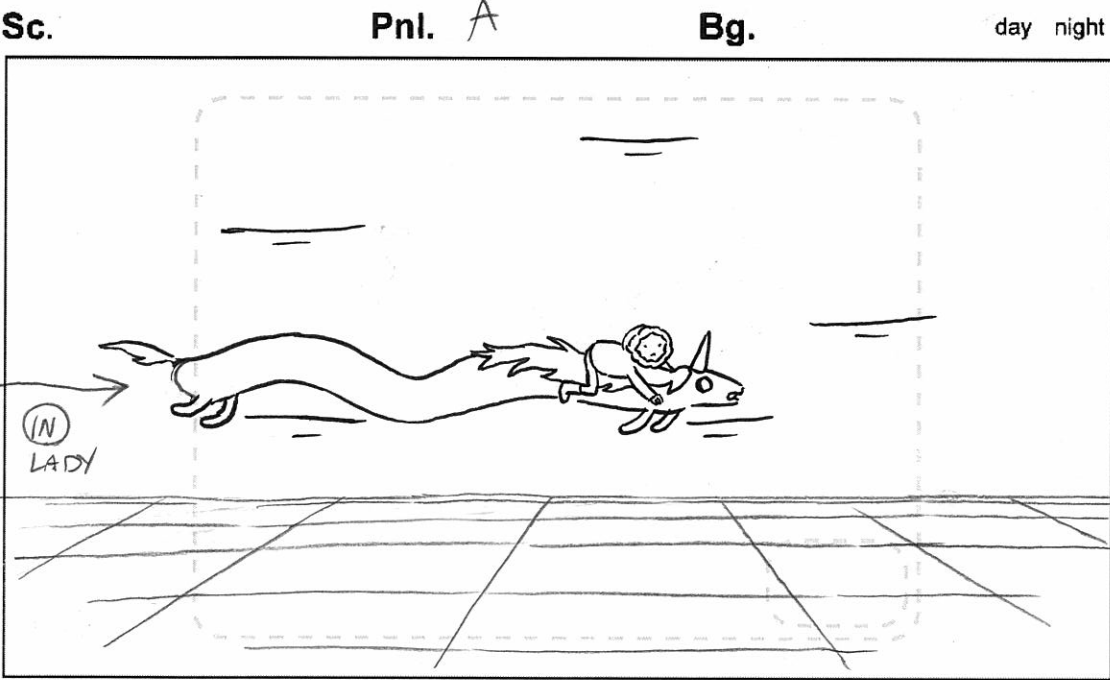
Dialog:
Action:
Timing:

— PB+RC Fly down from CEILING TO GROUND AND HEAD TOWARD DOOR.

EPISODE # 100898 Production :

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ADVENTURE TIME



Dialog:

Action: - L + PB FLY PAST FLESH WALL
FOR DESIGN
- REF. TO 'ETERNAL DARKNESS' CORPSE GOD SEQUENCE.

Timing:

EPISODE # 1008 - 98

Production :

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ADVENTURE TIME



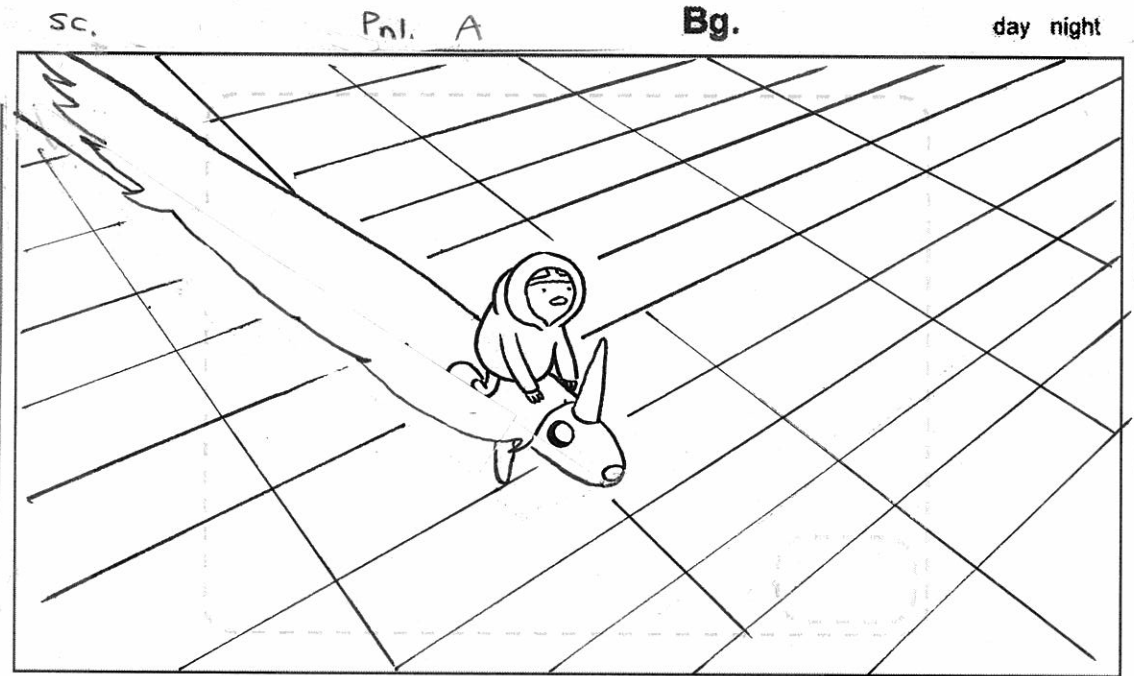
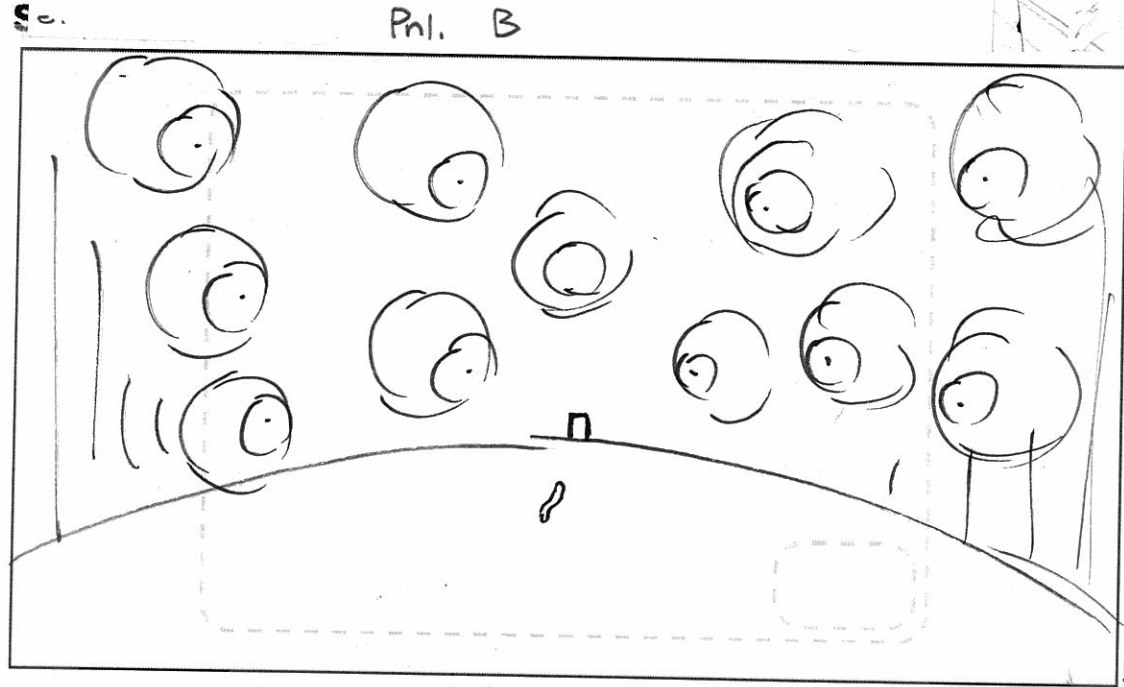
Page 96

Sc.	Pnl.	C	Bg.	day	night	Sc.	Pnl.	A	Bg.	day	night
DI											
-EYES OPEN AND BEGIN PULSING						-LADY FLIES ON/S AND HEADS TOWARDS DOOR.					

100898

EPISODE #

Production :



SFX: * SPLUKK *

(EYES OPEN)

LADY+: LW.
PB

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dial	SFX: *VMMMMM*	SFX: *THWAP. THWAP. THWAP!*
Acti	- EYES CHARGE UP.	- LASERS SHOOT AT LADY + PB.
Timing:		

EPISODE # 100898

Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Di	
Ac	-LADY DODGES LASERS
Timing:	

Production : 100898 EPISODE #

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night	

Dialo		SFX: THWAP ! THWAP !		SFX: THWAP ! THWAP !	
Actio				- LADY SNAKES BETWEEN LAISER BLASTS.	
Timing:					

100898

EPISODE #

ion :

MAK

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ADVENTURE TIME



Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. C	Bg.	day night

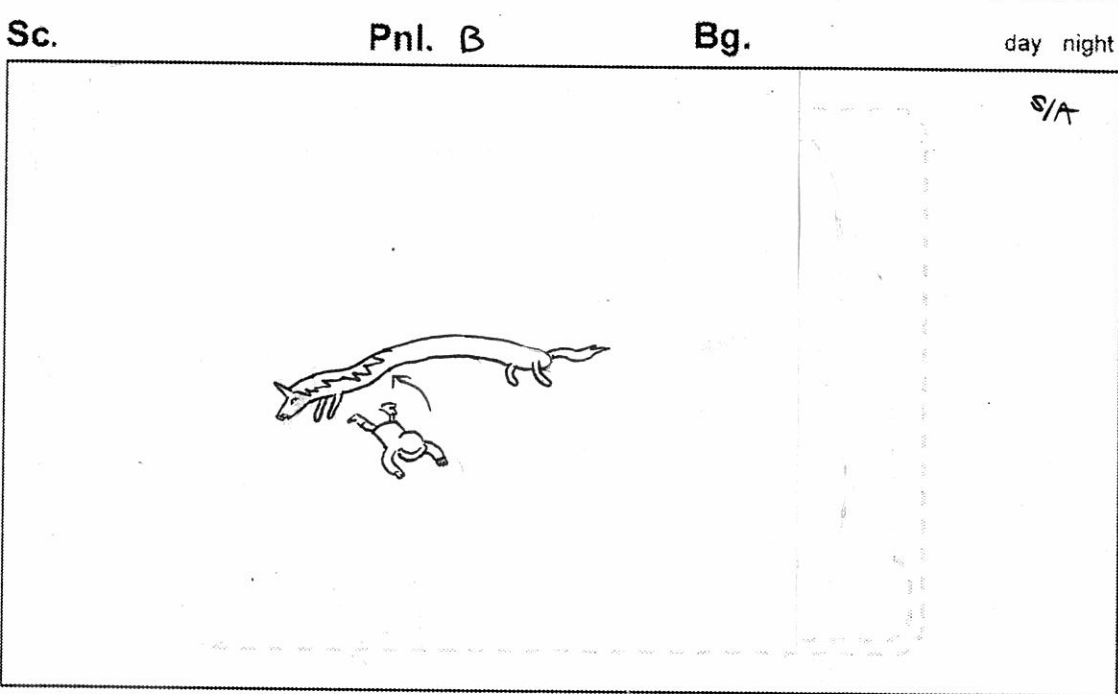
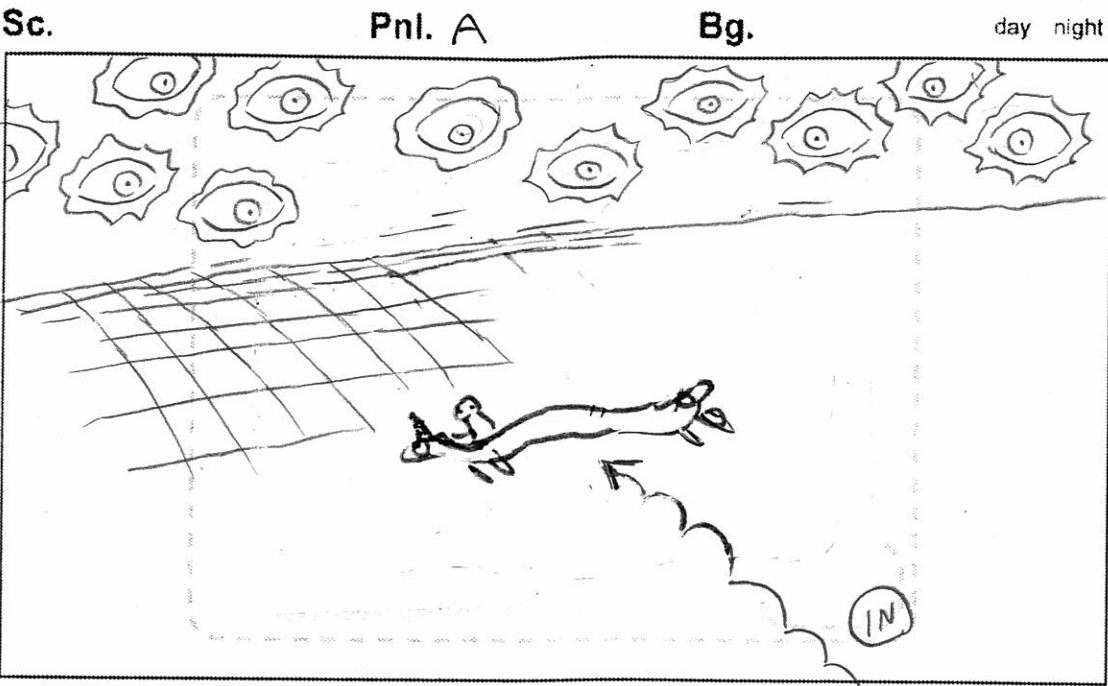
Dialog:	<p><u>L</u>: [IMPACT GRUNT]</p> <p><u>SFX</u>: *THWAP!*</p>
Action:	<p>- LADY SWOOPS TO THE RIGHT.</p> <p>- LASER STRIKES LADY</p> <p>- PAN W/ LADY</p> <p>- LADY IS PROPELLED OFF/S</p>
Timing:	

EPISODE # 1008-98

Production :

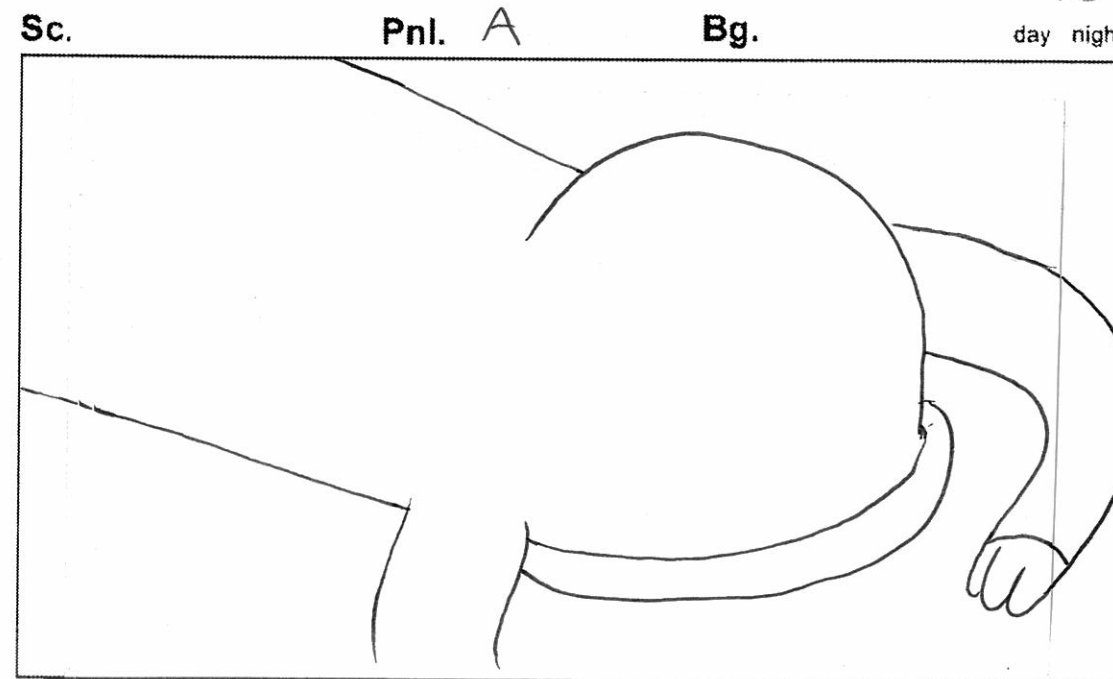
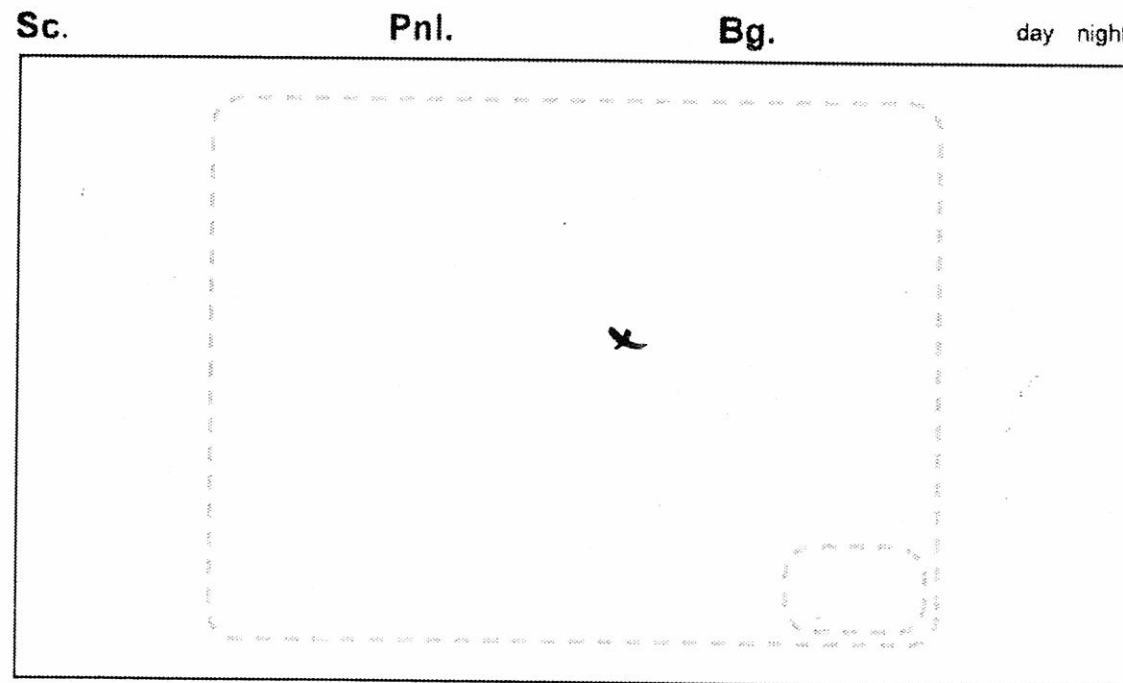
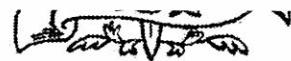
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ADVENTURE TIME



Dialog:	<u>L + PB</u> : [ROLLING]	
Action:	-LADY ROLLS ON/S LIKE A LOG.	-PB FALLS OFF LADY -LADY ROLLS TO A STOP.
Timing:		

EPISODE # 100888
Production :



Dialog:

Action:

- PB LIES FACE-DOWN ON THE GROUND

Timing:

EPISODE # 100898

Production :

ADVENTURE TIME

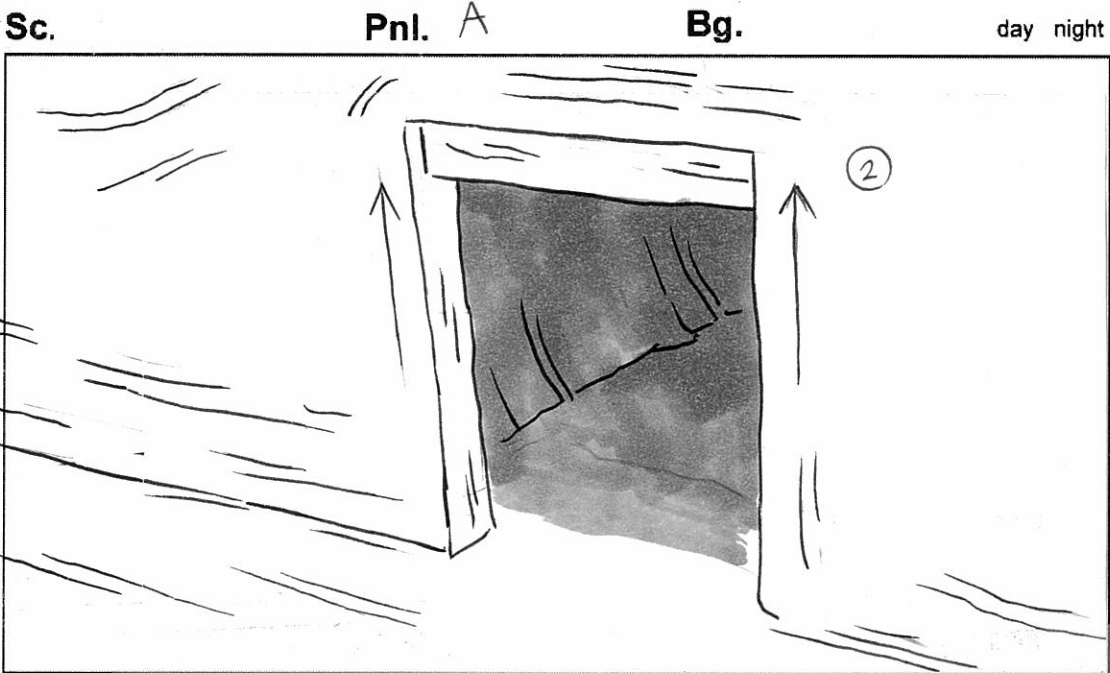
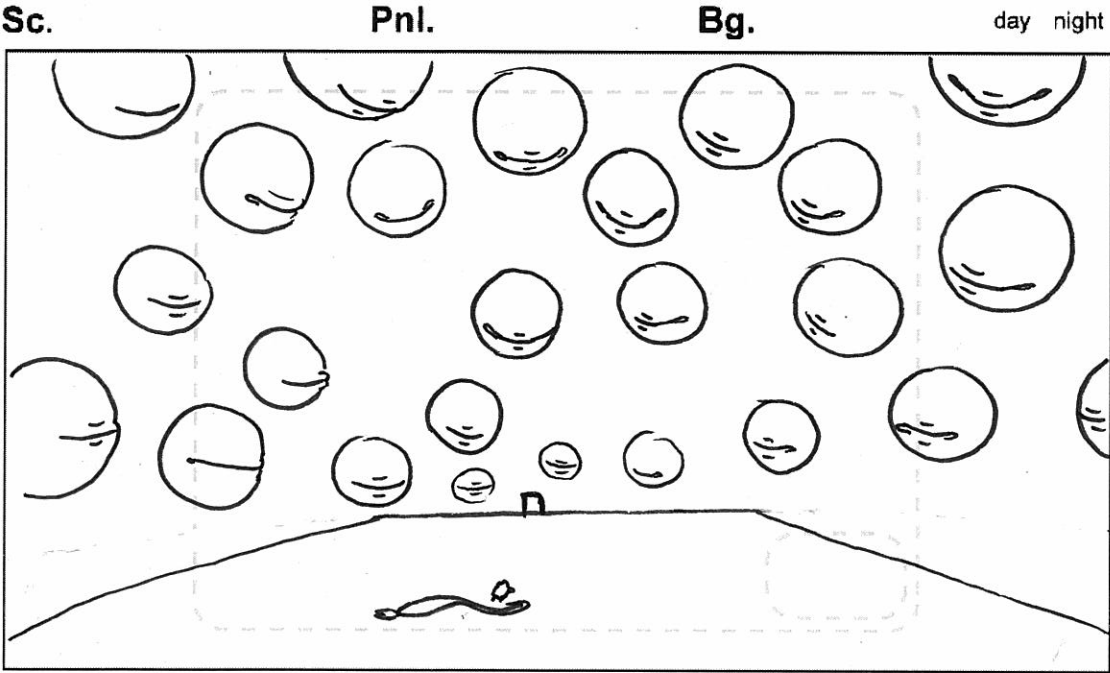


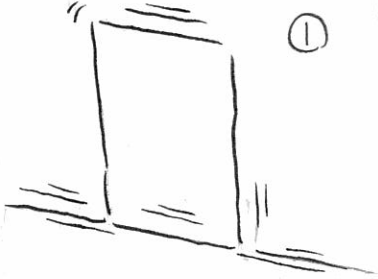
Sc.	Pnl.	Bg.	day	night
	B			
Sc.	Pnl.	Bg.	day	night

Dialog:	PB: UHH...
Action:	EYES GLOW/ THEY STARE AT PB + LK NLRN
Timing:	

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ADVENTURE TIME

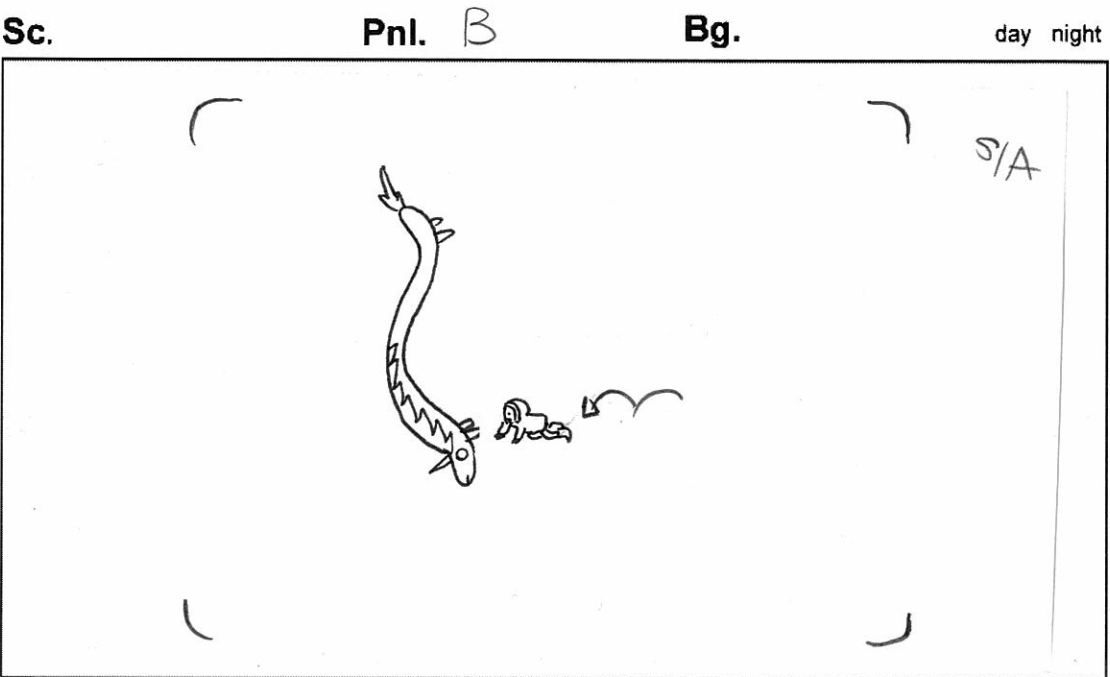
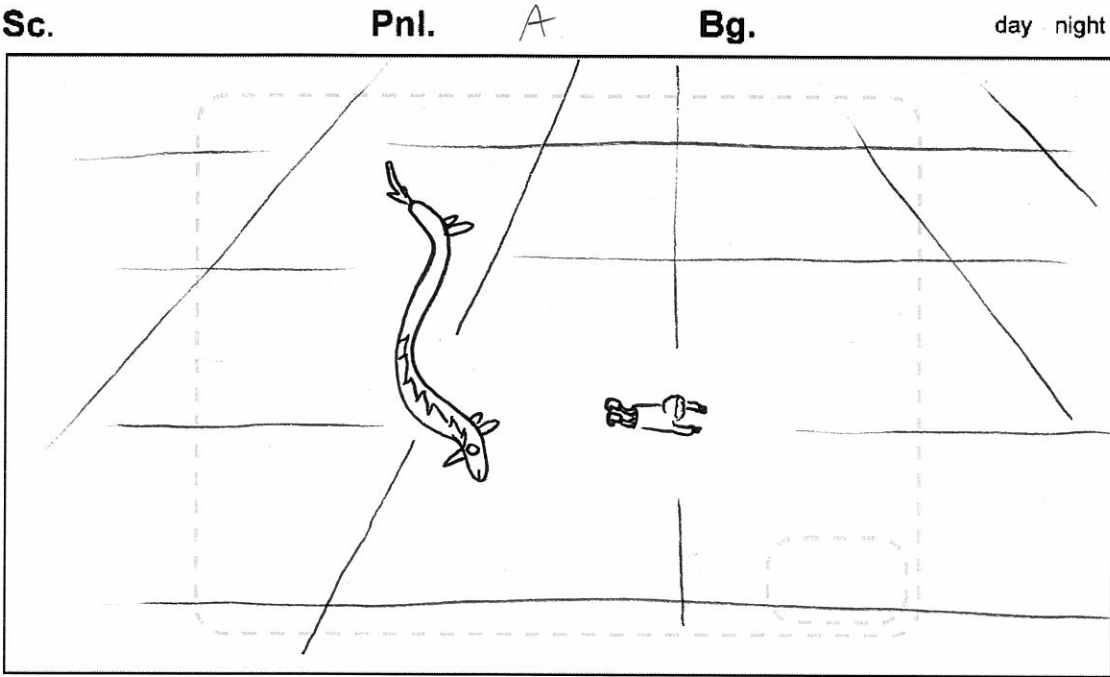


Dialog:	
SFX: [POWERING DOWN]	SFX: * SHHHFFF
Action:	
- THE EYES SHUT.	
Timing:	
	
	- DOOR OPENS UP REVEALING A DARK TUNNEL.

EPISODE # 100898

Production :

ADVENTURE TIME



Dialog:	<p><u>PB</u>- LADY!</p> <p>(ALT) (CONFUSED) THEY'RE NOT FIRING ...</p>
Action:	<p>PB CRAWLS OVER TO CRNCRN</p>
Timing:	

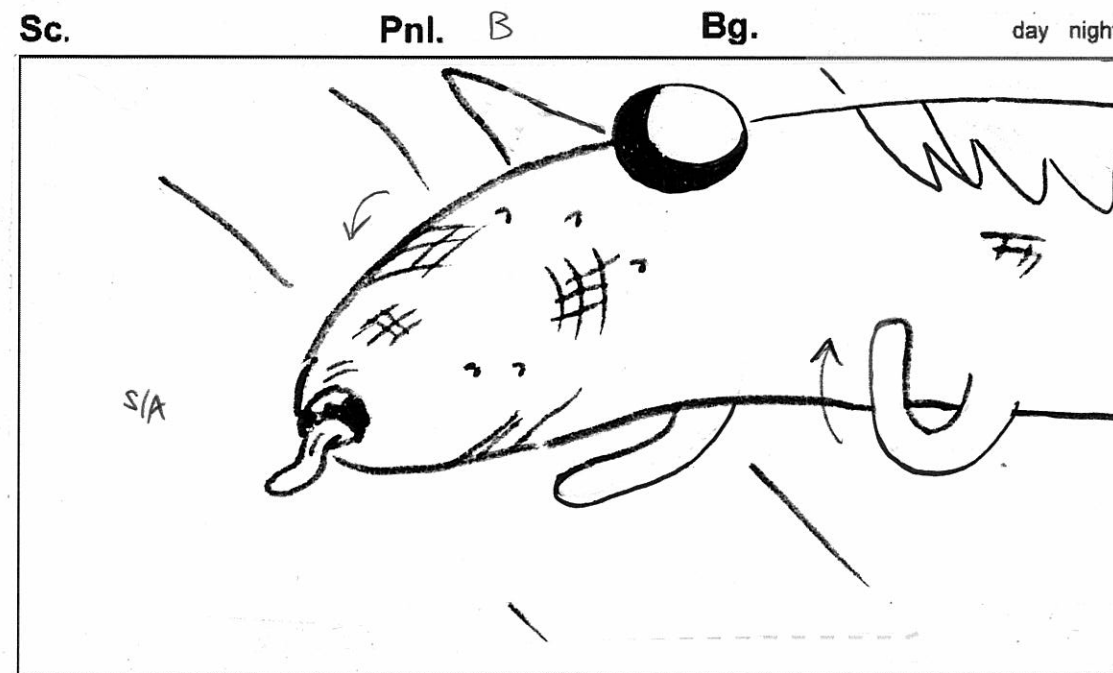
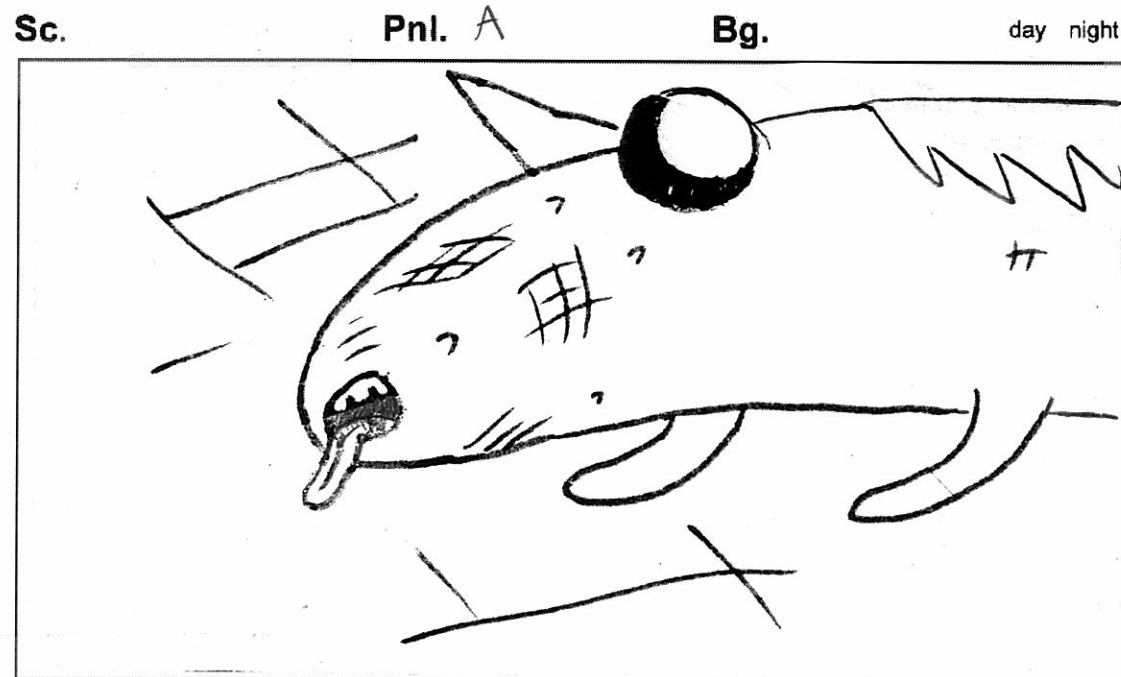
100898
EPISODE #
Production :

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ADVENTURE TIME



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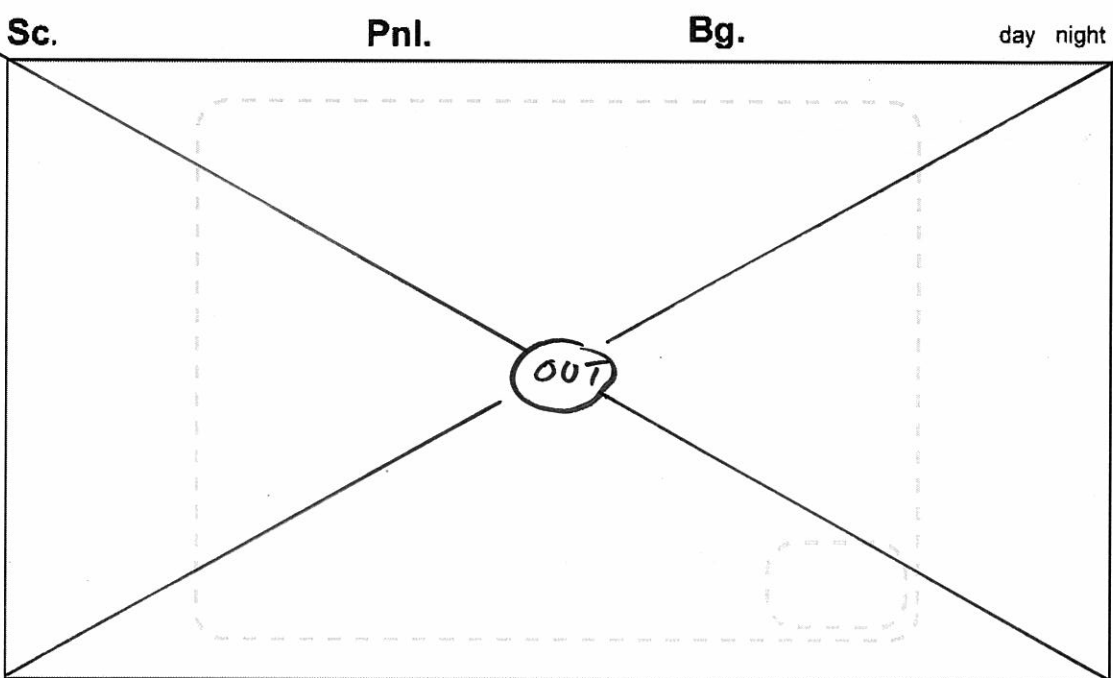
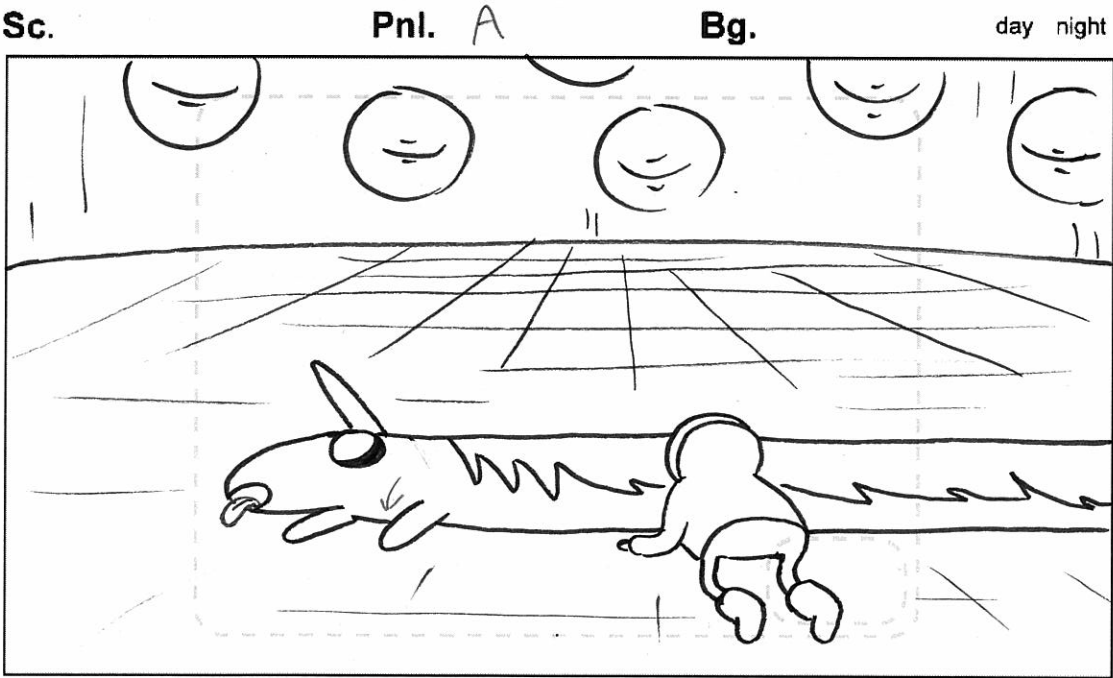


Dialog:	<p><u>LADY</u>: I'M OK, I'M FINE.</p>	<p><u>LADY</u>- THUMBS UP.</p>
Action:	<p>LADY RAISES HOOF.</p>	
Timing:		

EPISODE # 1008-98

Production :

ADVENTURE TIME



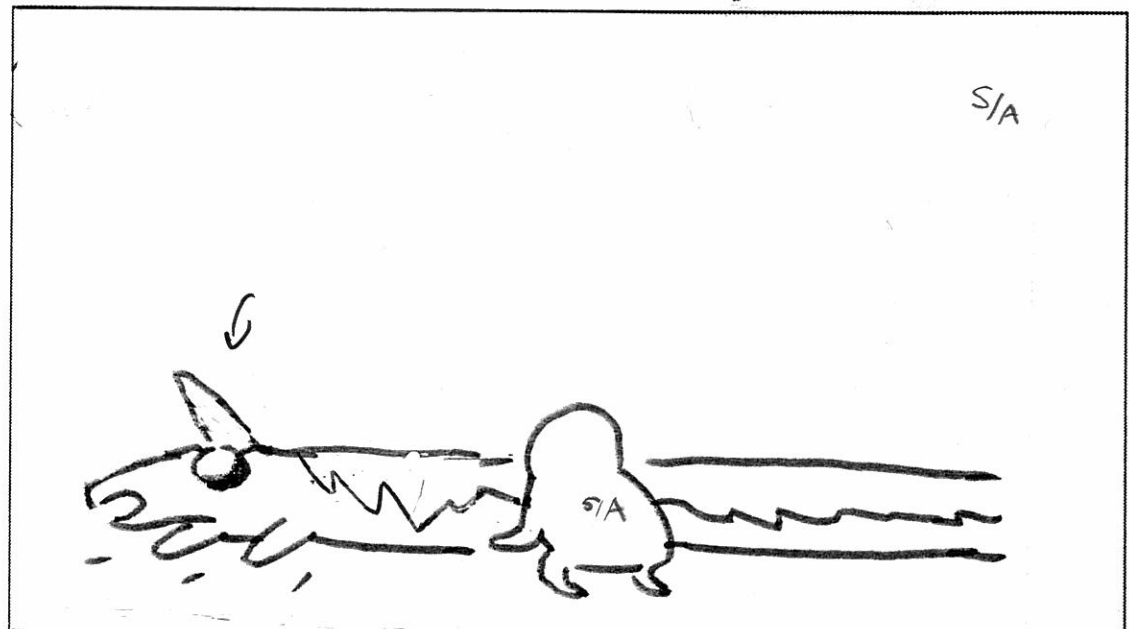
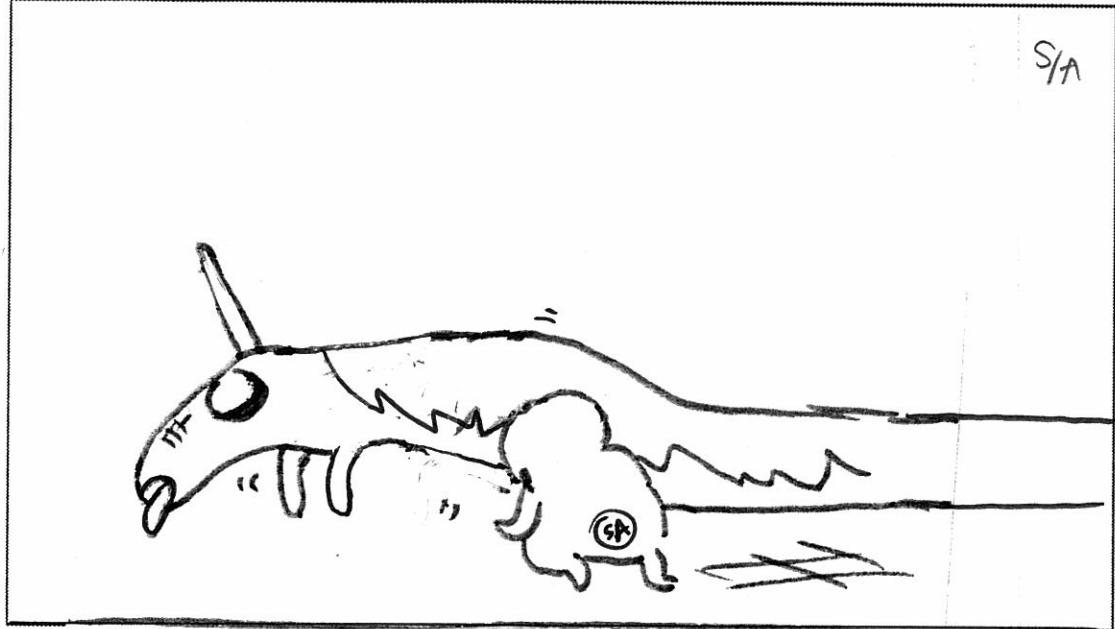
Dialog:	<u>L:</u> UHHH...
Action:	LRNCRN LAYS ON GROUND
Timing:	

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ADVENTURE TIME

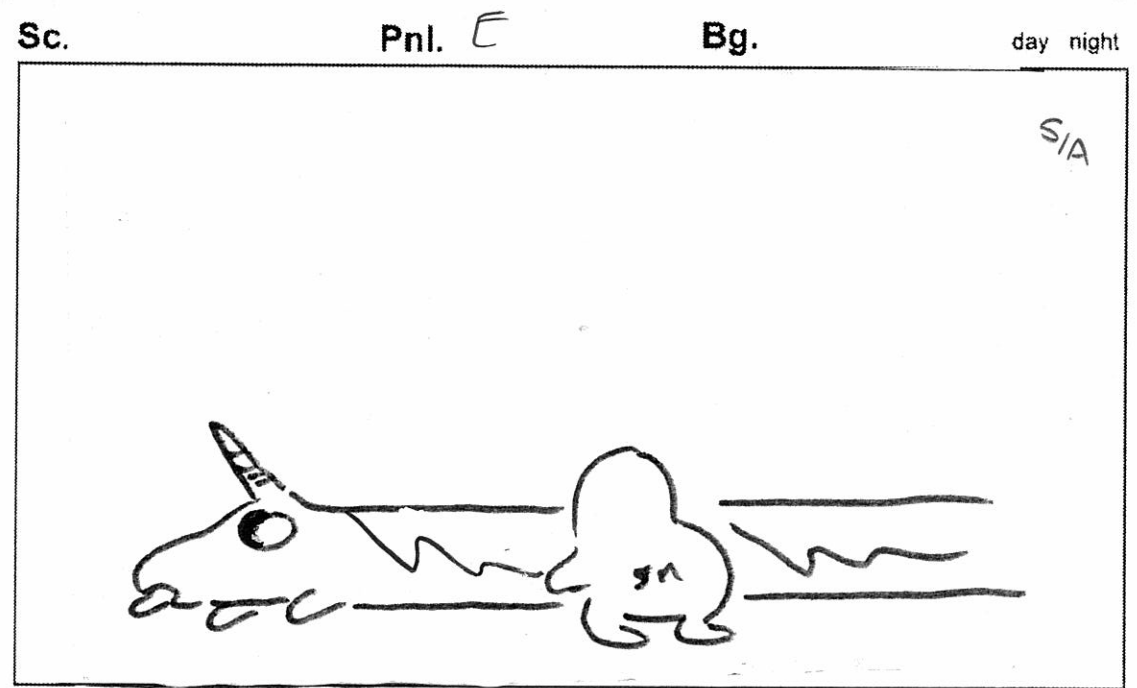
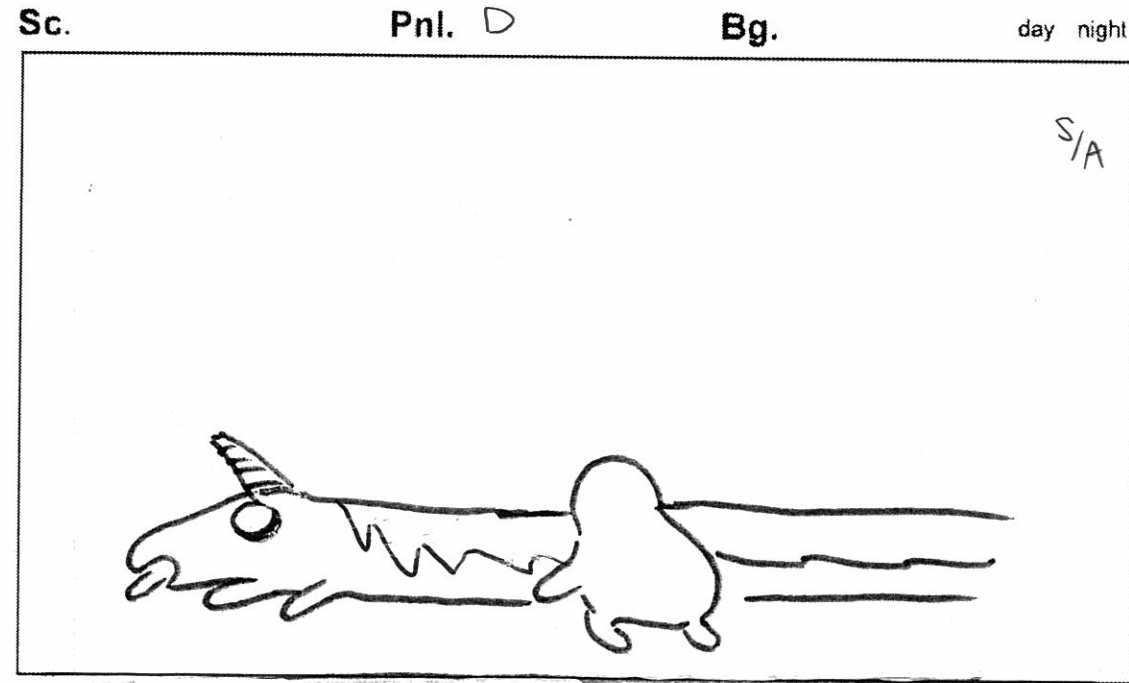
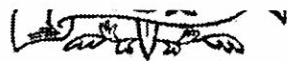


Sc. Pnl. B Bg. day night Sc. Pnl. C Bg. day night



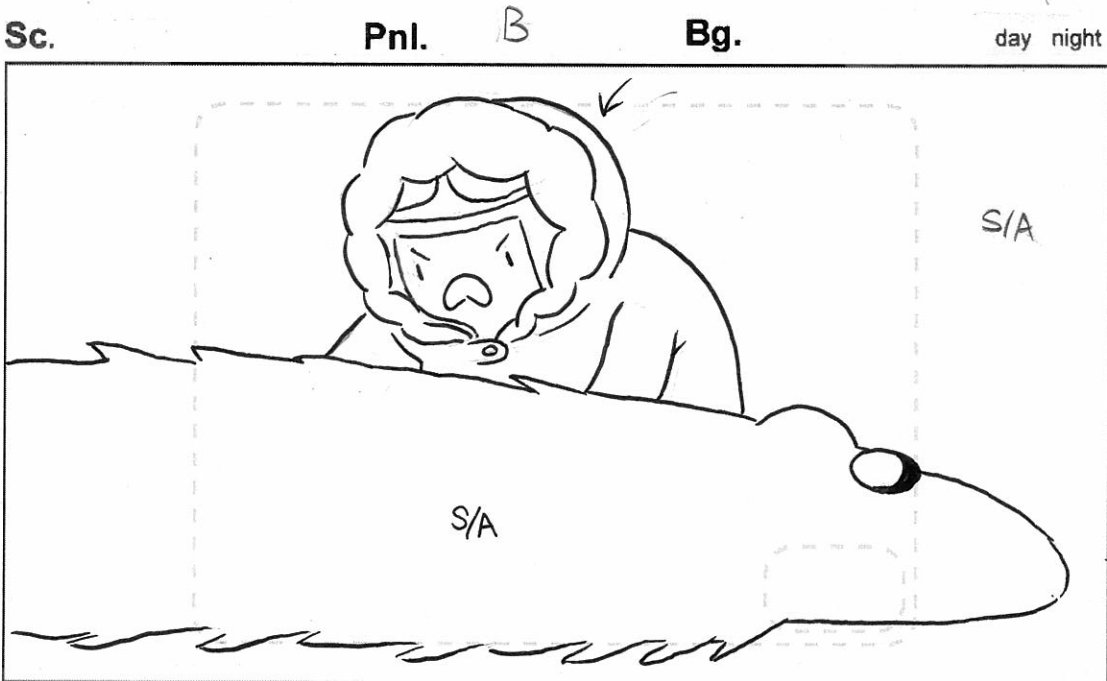
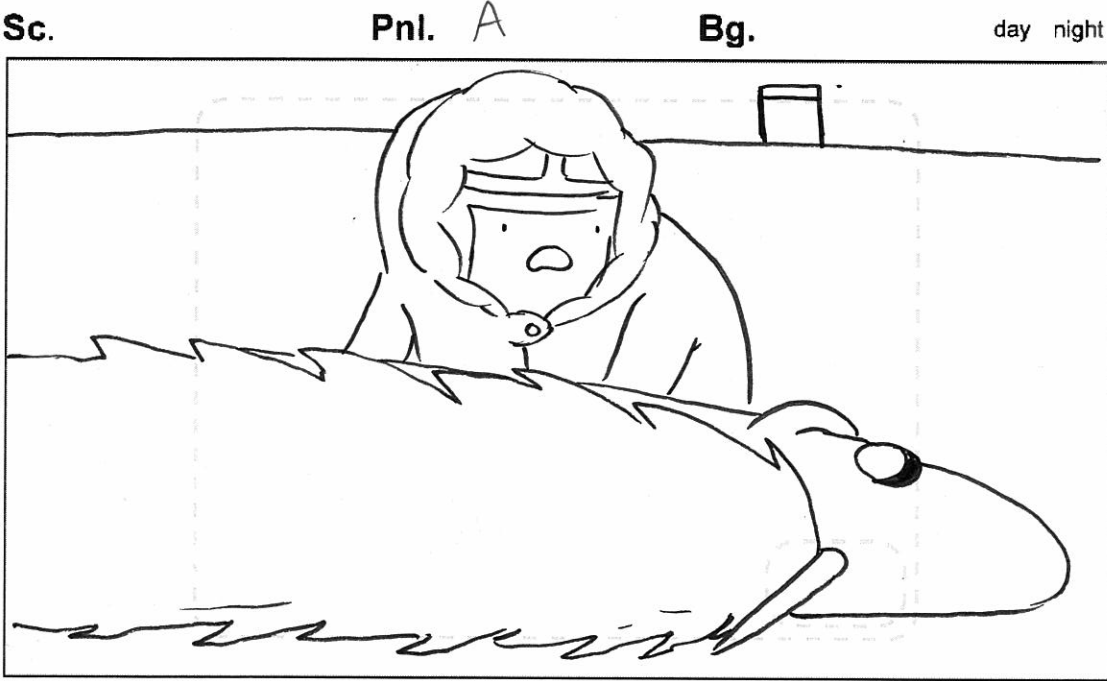
Diak	LADY - LET'S GO, COME ON.	LADY - UH!
Actic	- LADY TRIES TO STAND UP	- LADY FALLS OVER.
Timing:		

EPISODE # 100898
Production :



Dial:	<u>L</u> - NAH, NEVERMIND. !	<u>L</u> : JUST LEAVE ME. I'LL ONLY SLOW YOU DOWN
Acti:		
Timing:		

ADVENTURE TIME

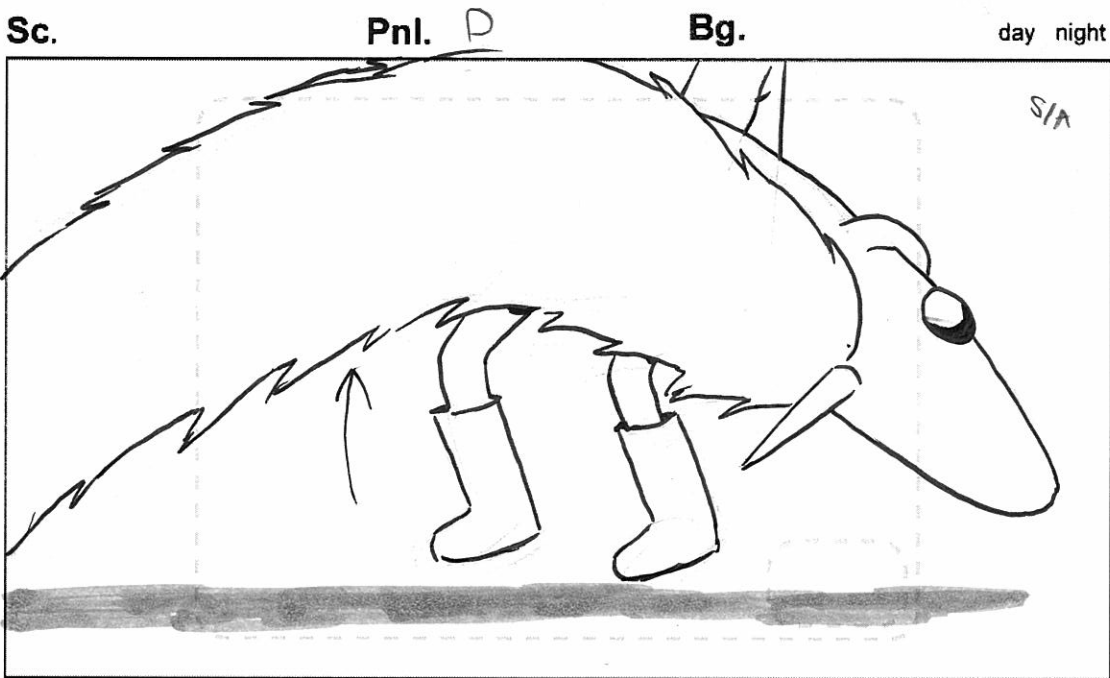
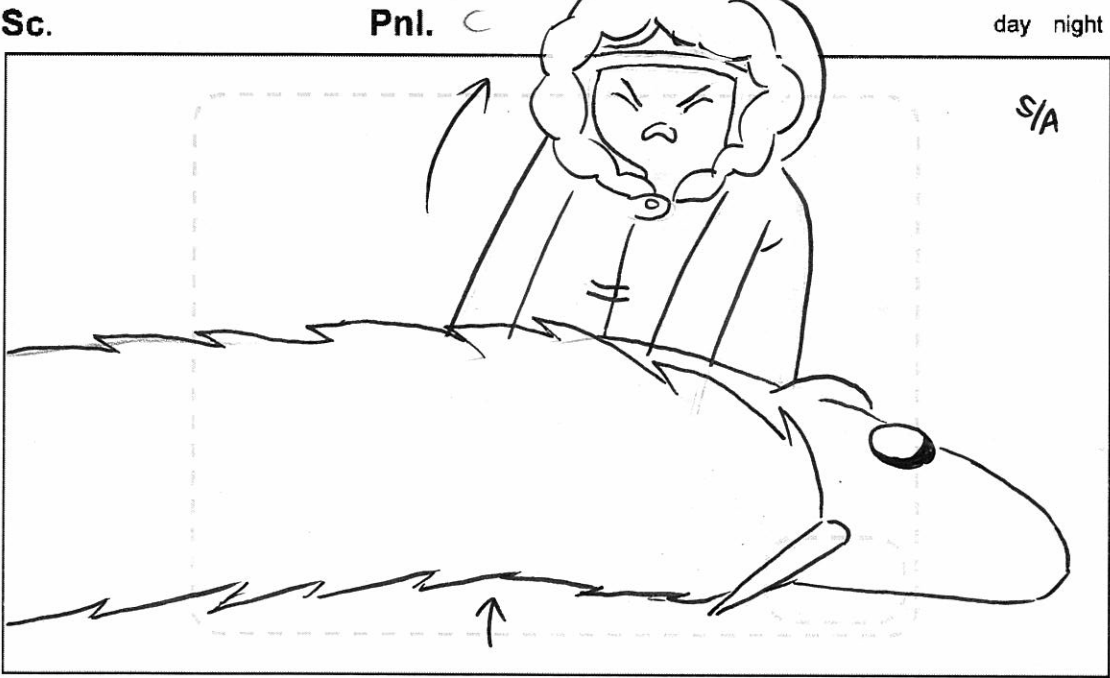


Dialog:	<p><u>PB</u>: NO LADY, I WON'T LEAVE YOU WHILE YOU'RE HURT.</p> <p><u>PB</u>: C'MON!</p>
Action:	<p>- PB LEANS FORWARD</p>
Timing:	

EPISODE # 100898

Production :

ADVENTURE TIME



Dialog:

PB: * GRUNT *

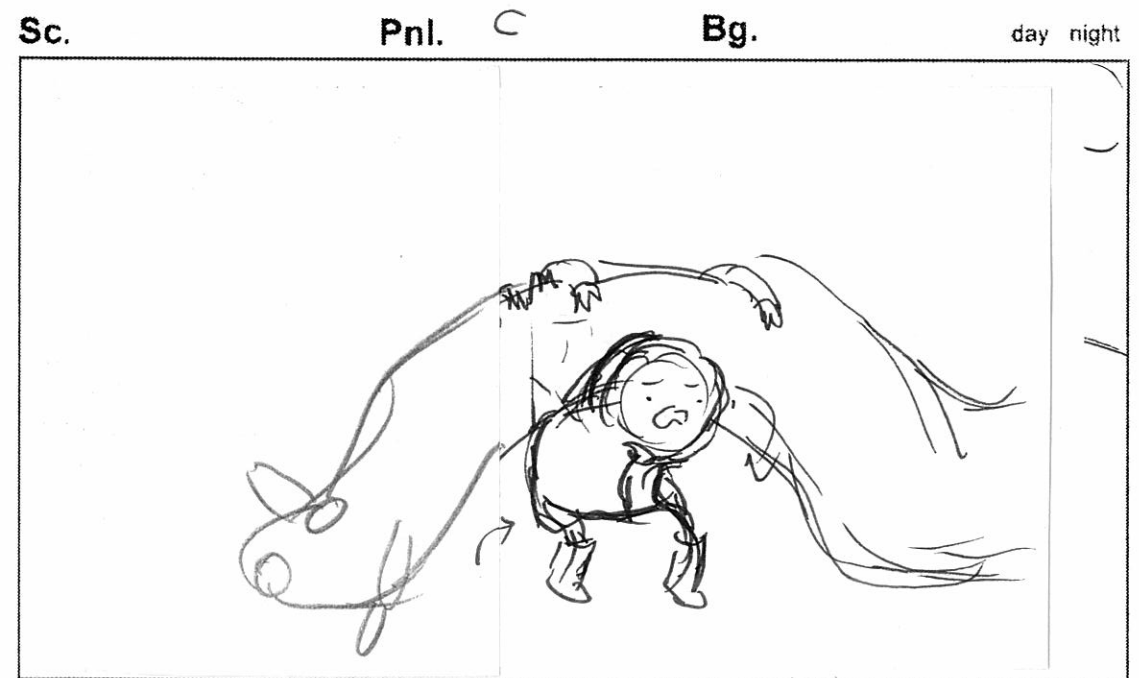
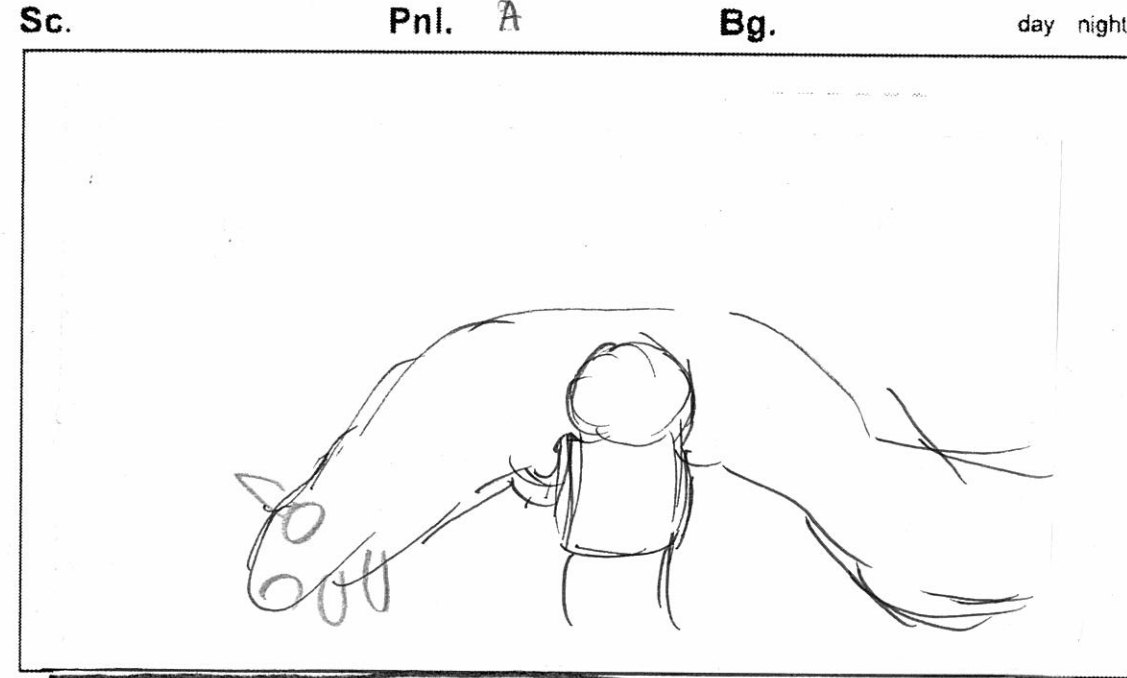
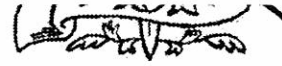
Action: -PB PULLS UP ON LADY.

-PB LIFTS LADY

Timing:

EPISODE # 1008-98

Production :



DI	PB: HYUP!
A	-PB ADJUSTS HOW SHE'S HOLDING LADY.
Timing:	

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:

Action:

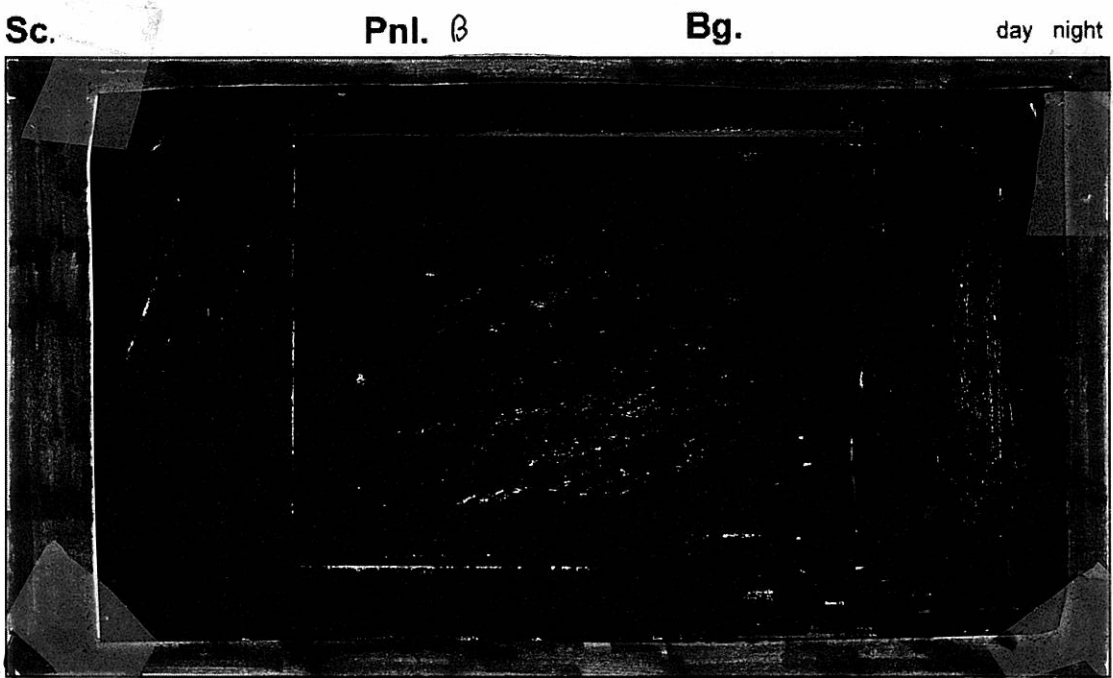
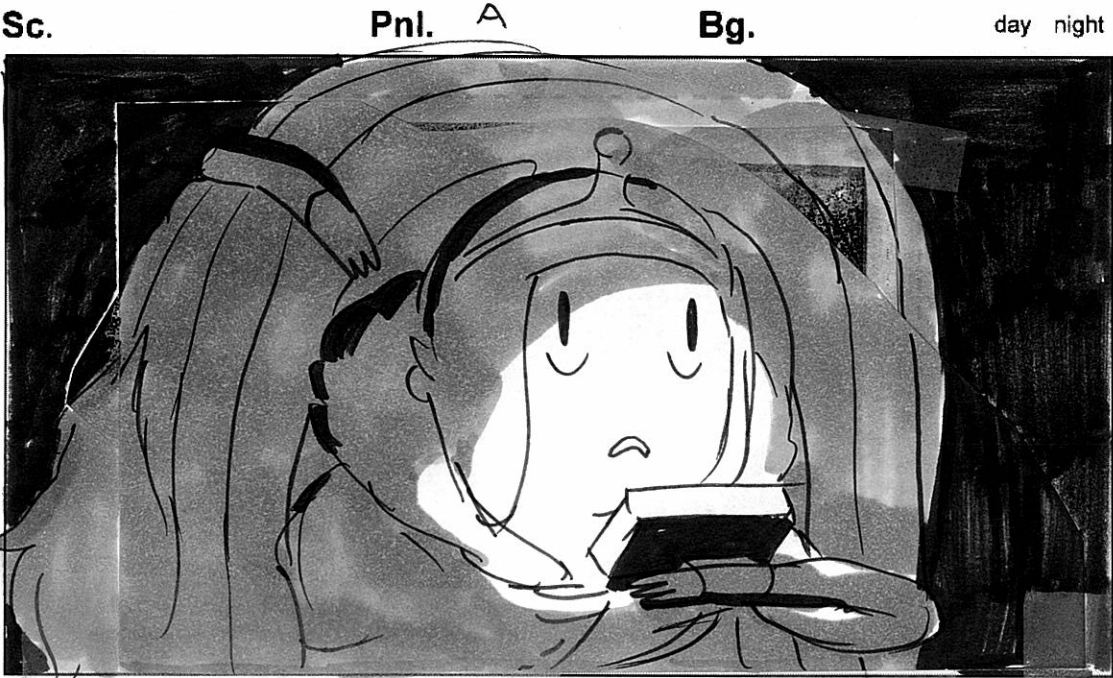
Timing:

— BB. CARRIES LADY TO DOOR.
NOTE: Room IN DOOR IS DARK

EPISODE # 100898 Production :

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ADVENTURE TIME



Dialog:	<p><u>PB</u> (breathing) →</p>
Action:	<p>BLINKING LIGHT ON HEART MONITOR GLOWS BRIGHT, ILLUMINATING PB, THEN GOES DIM FADING SHOT TO BLACK, THEN SHINES BRIGHTER, SLOWLY + GENTLY STROBING THIS SCENE</p>
Timing:	

100898

EPISODE #

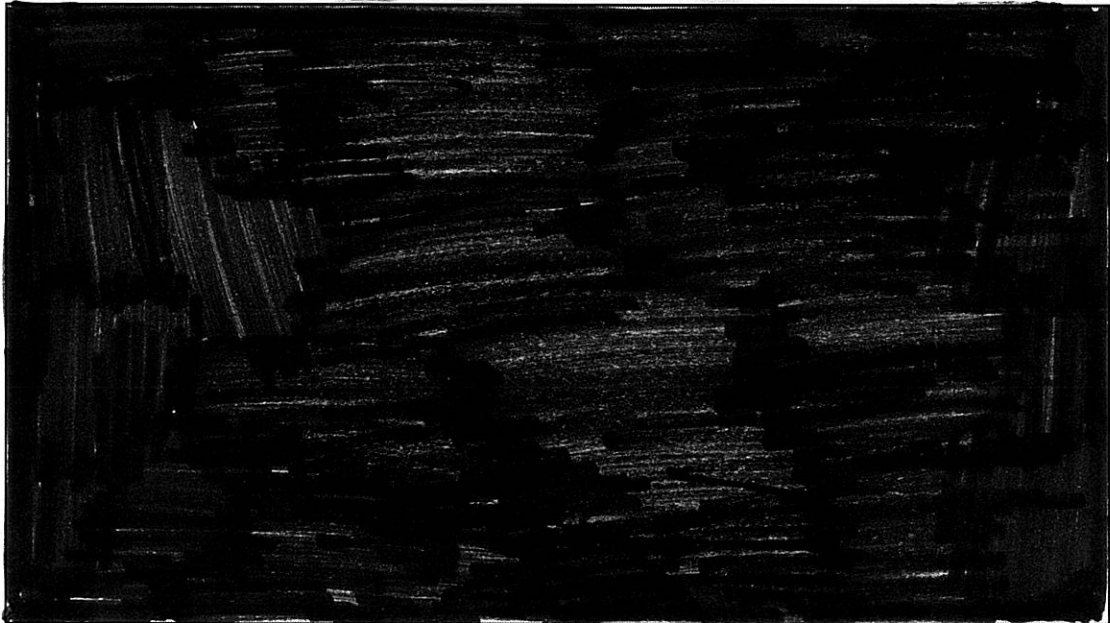
Production :

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ADVENTURE TIME



Sc. Pnl. C Bg. day night Sc. Pnl. D Bg. day night



Dialog:	<u>PB</u> [lots of normal breathing] ~~~~~>	
Action:	PB looks @ monitor	- DARKNESS -
Timing:		

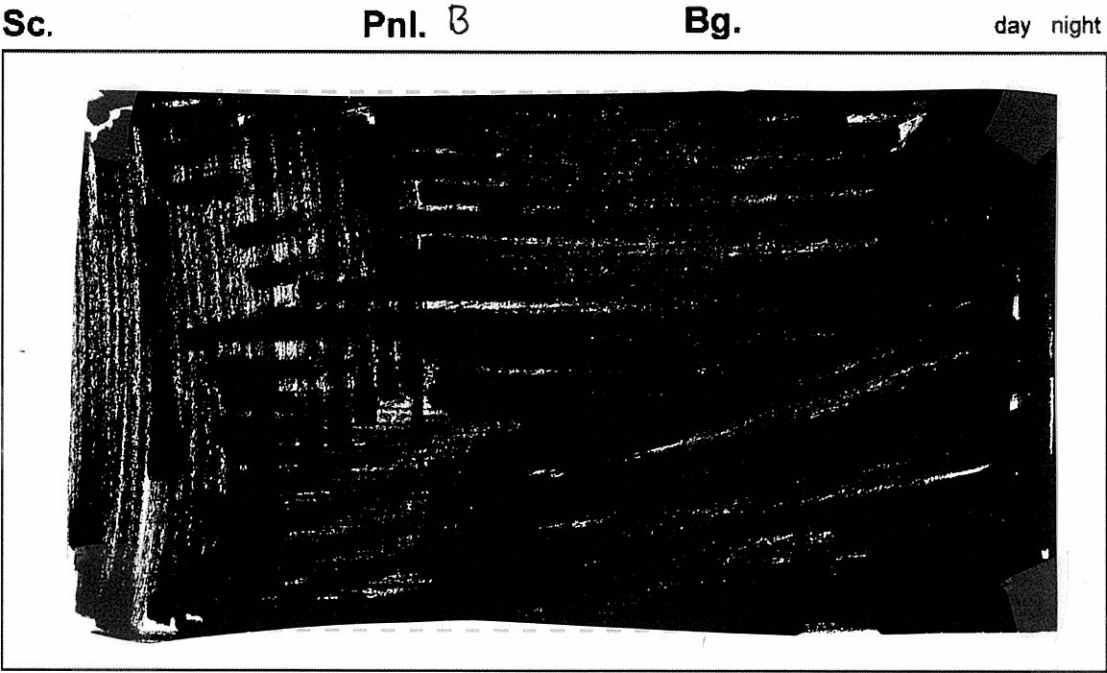
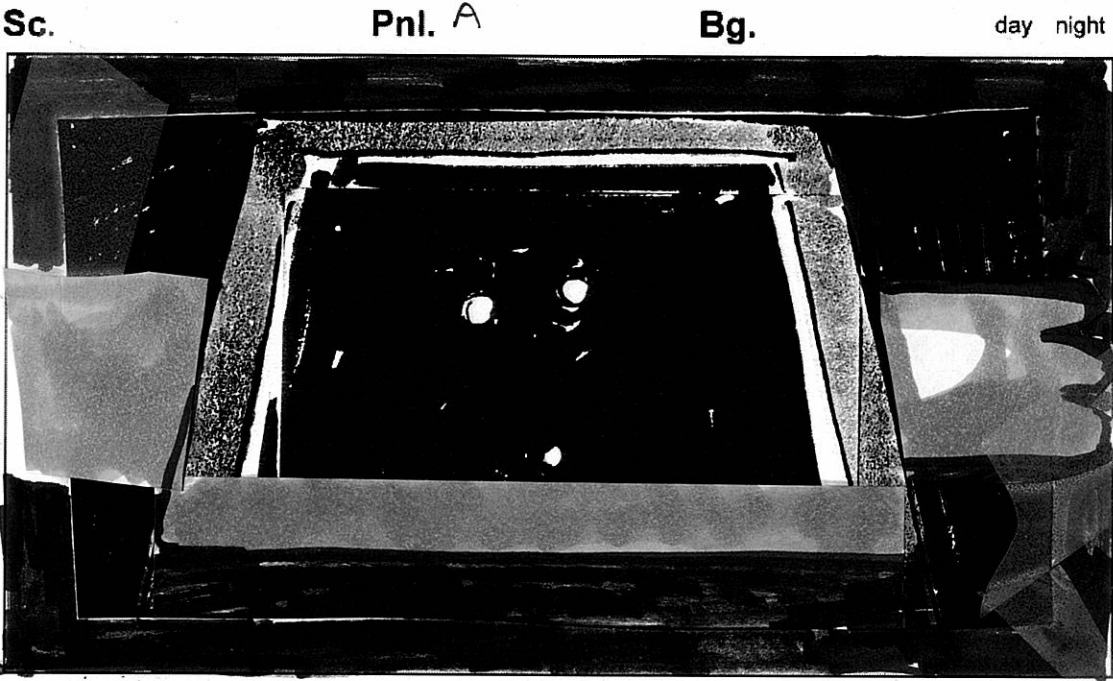
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ADVENTURE TIME



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Dialog:

(c/s)
pb: three heart signatures...

Action:

LIGHT ~~ON~~ BLINKS BACK IN, NOW
WE'RE LOOKING AT THE MONITOR,
PB'S P.O.V.

—DARKNESS—

Timing:

100898

EPISODE #

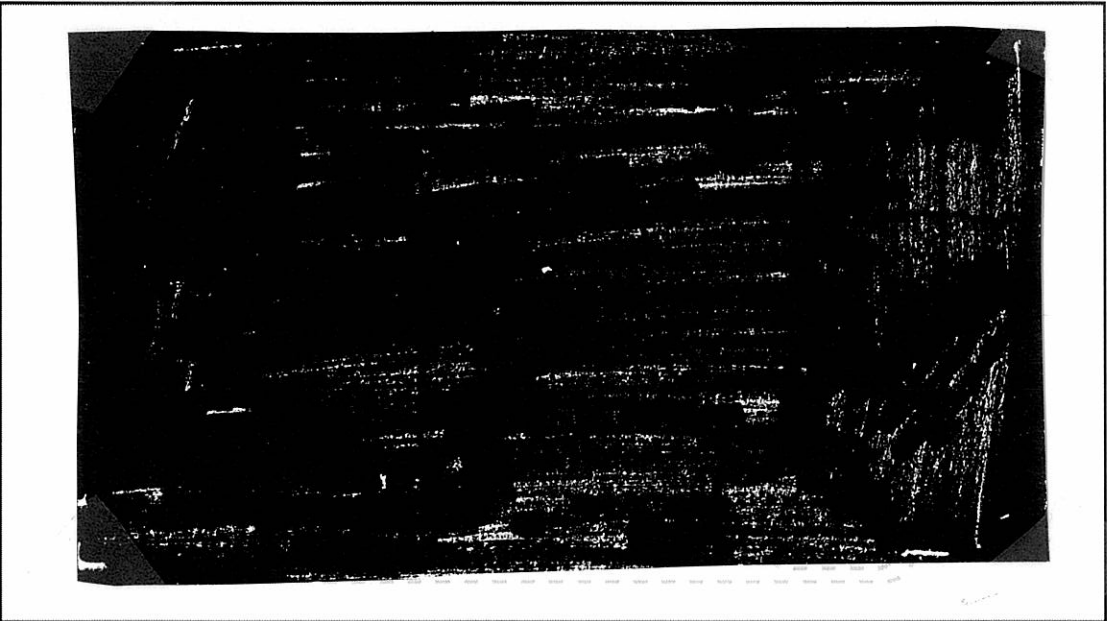
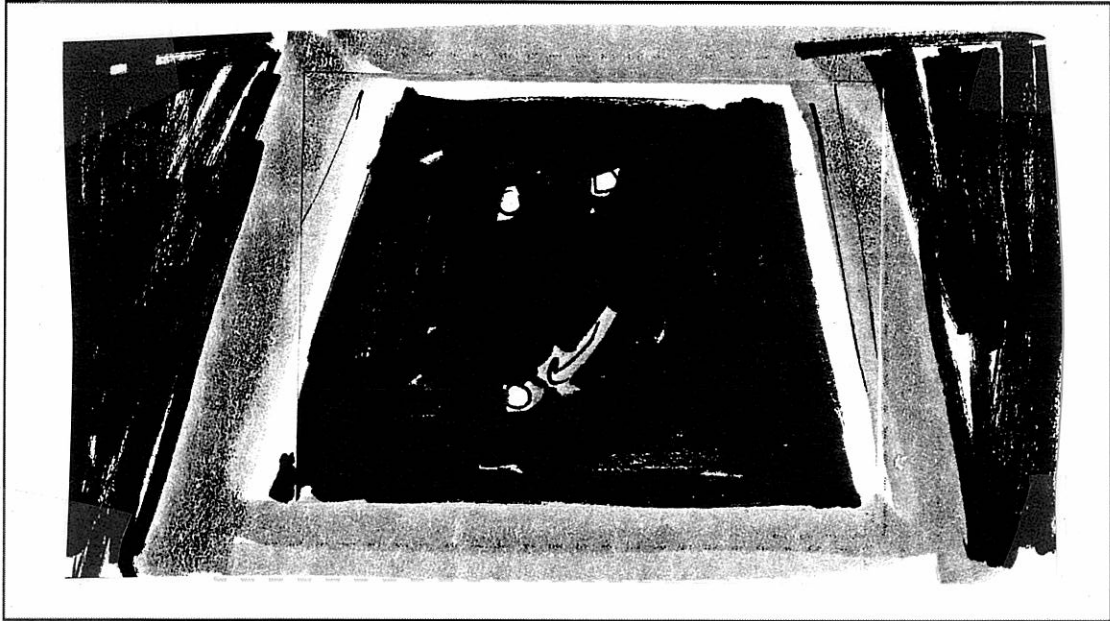
Production :

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ADVENTURE TIME



Sc. Pnl. C Bg. day night Sc. Pnl. D Bg. day night



Dialog:	<u>pb</u> : getting closer!	
Action:	ONE HEART-POINT IS MOVING AROUND	-DARKNESS-
Timing:		

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EPISODE #
Production :

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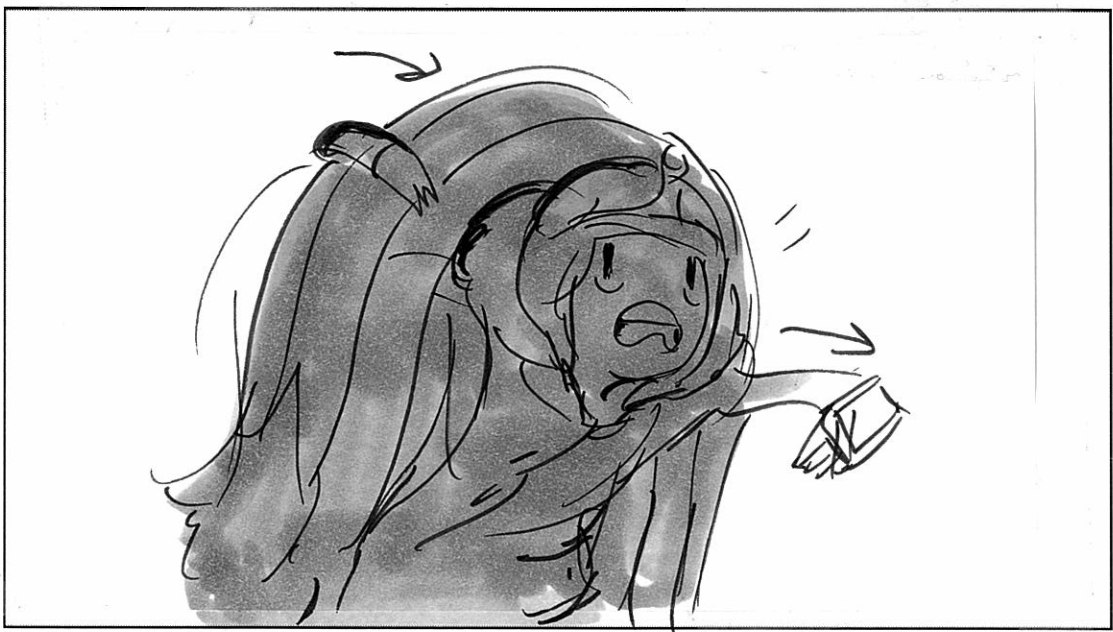
ADVENTURE TIME



Sc. Pnl. A Bg. day night



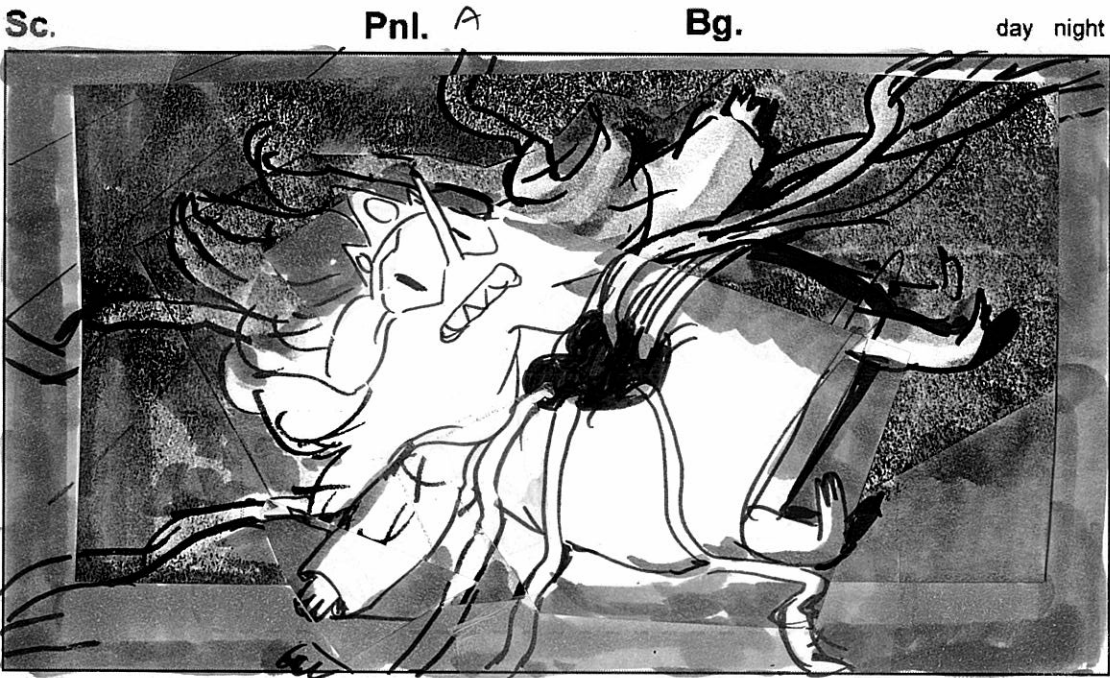
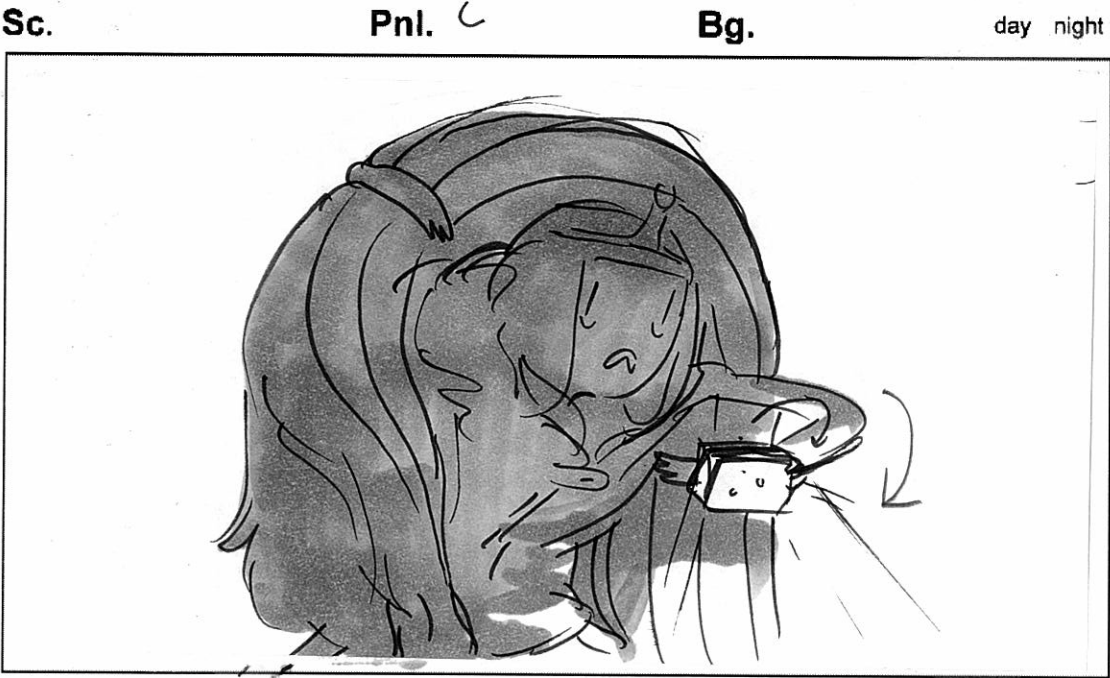
Sc. Pnl. B Bg. day night



Dialog:	PB) AH!
Action:	PB TRIPS OVER SOMETHING IN THE DARK STUMBLES FWD
Timing:	

100898
EPISODE #
Production :

ADVENTURE TIME



Dialog:	IK) HI!	
Action:	-PB REGAINS BALANCE & POINTS HER HEART MONITOR AT WHATEVER SHE TRIPPED OVER	-IK IS SPRAWLED ON THE GROUND, HEARTSTRINGS ARE PULLED OUT FROM HEART-SHAPED HOLE, RUNNING ALONG THE FLOOR LIKE WIRES.
Timing:		

100898
EPISODE #
Production :

ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night
<p>Dialog:</p> <p>PB) AHH!!!</p> <p>R(LOS) PRINCESS...</p>							
<p>Action:</p> <p>PB PULLS AWAY IN HORROR (THE HEART MONITOR FLIES OFF HER WRIST AND FALLS OUT OF SHOT)</p> <p>PB IS UNDERLIT/IN DARKNESS THROWS FREE HAND OVER TO LR PROTECTIVELY - LOOKS UP WHEN SHE HEARS HER</p>							
<p>Timing:</p> <p>NAME</p>							

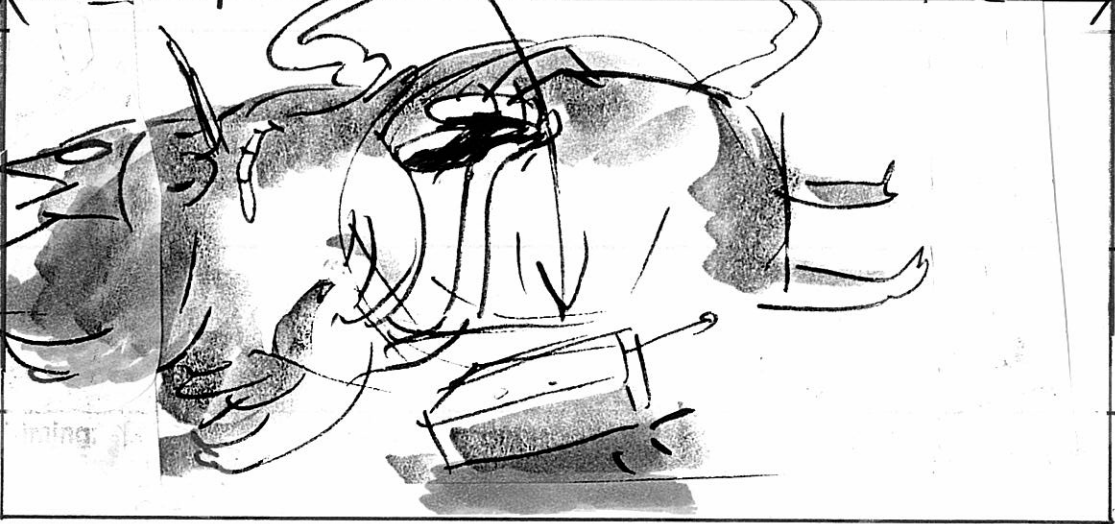
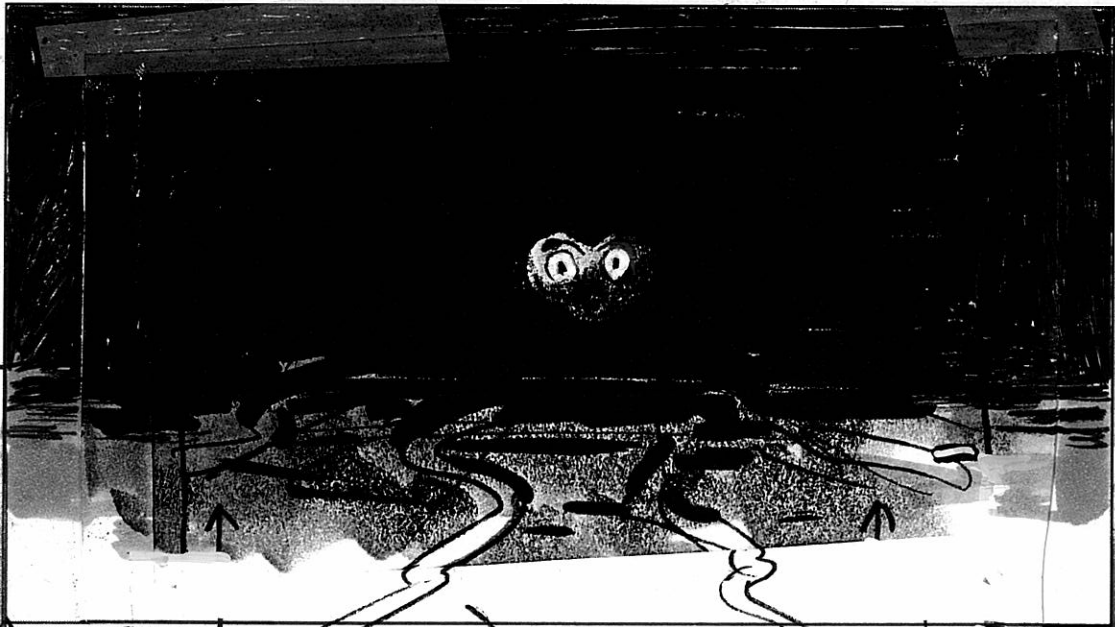
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ADVENTURE TIME

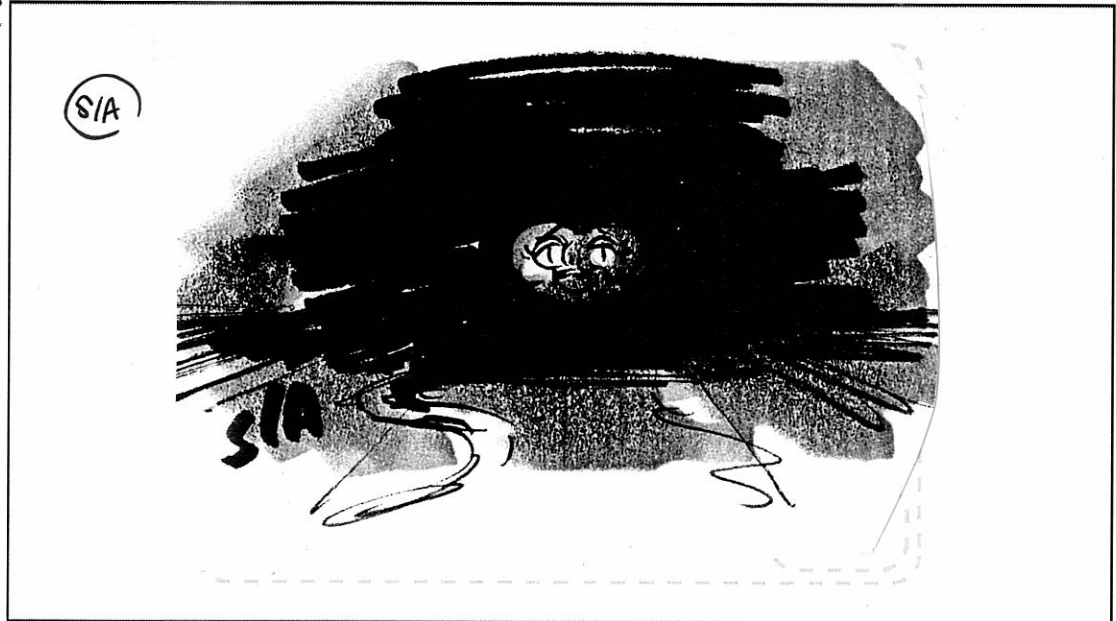


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Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



PAN

R) WHAT A PLEASANT SURPRISE!

- PAN FROM IK'S MANGLED BODY FOLLOWING CORDS LEADING INTO THE DARKNESS WHERE RICARDIO IS JUST BARELY VISIBLE!

START

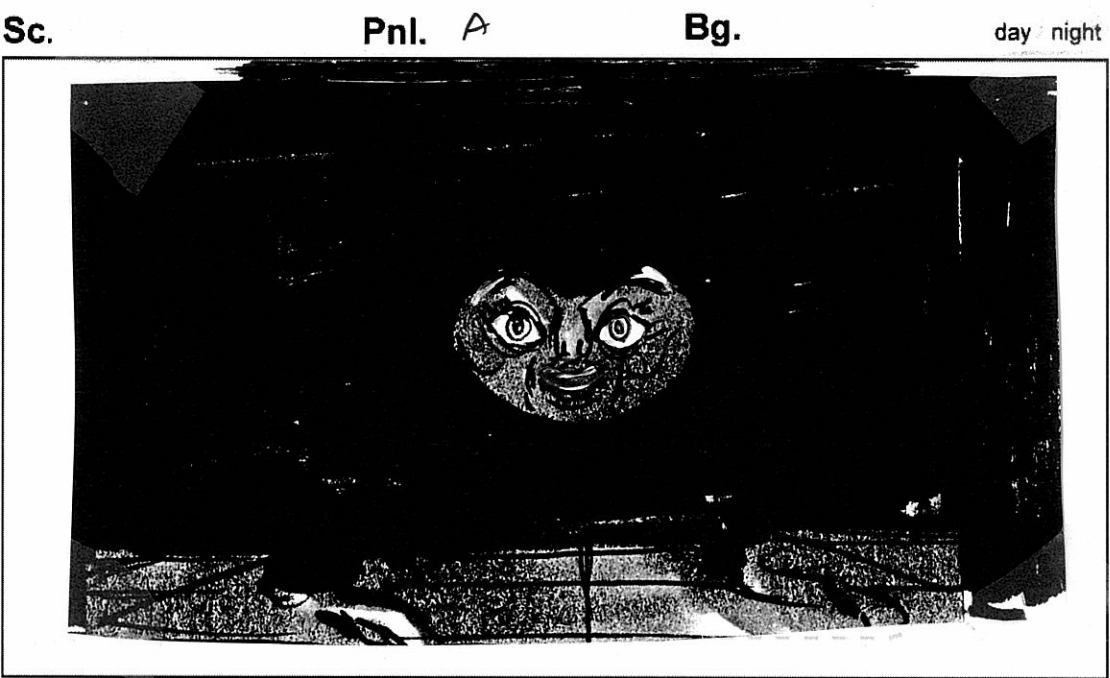
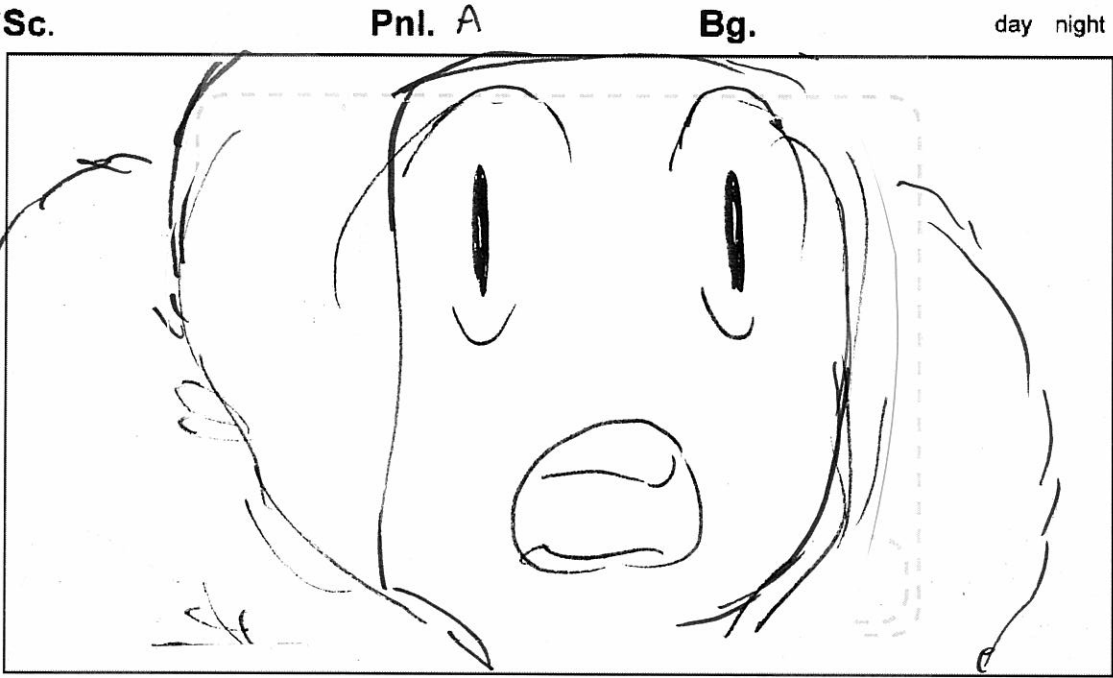
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ADVENTURE TIME



Dialog:

PB) RICARDIO!

YEEES...

R) DID YOU FIND MY DUNGEON STIMULATING?

Action:

RICARDIO IS JUST BARELY LIT

Timing:

EPISODE # 100898
Production :

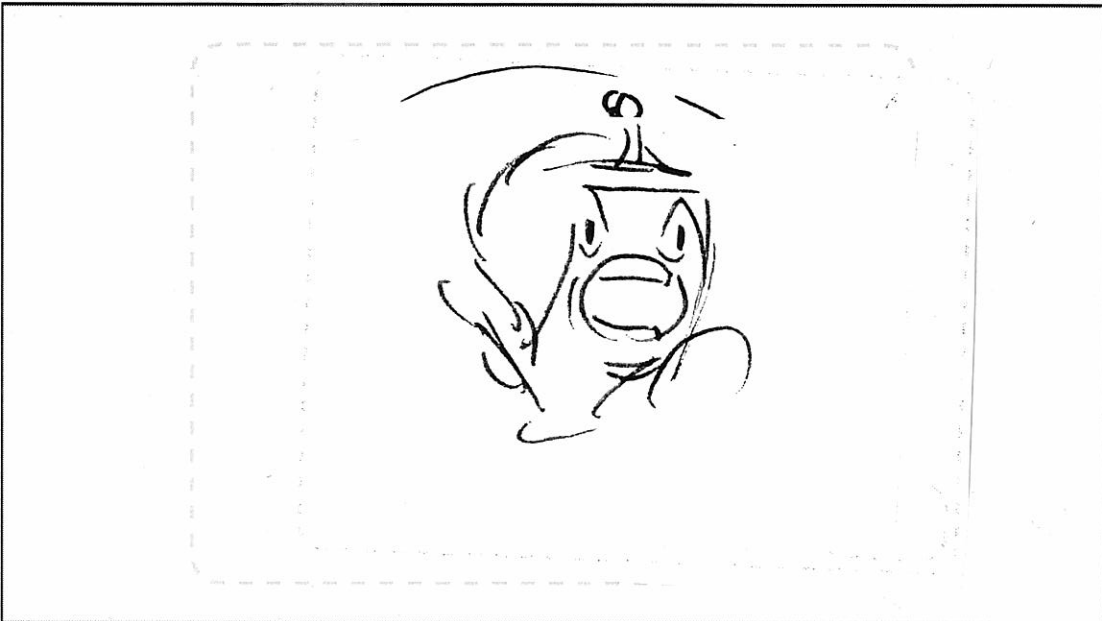
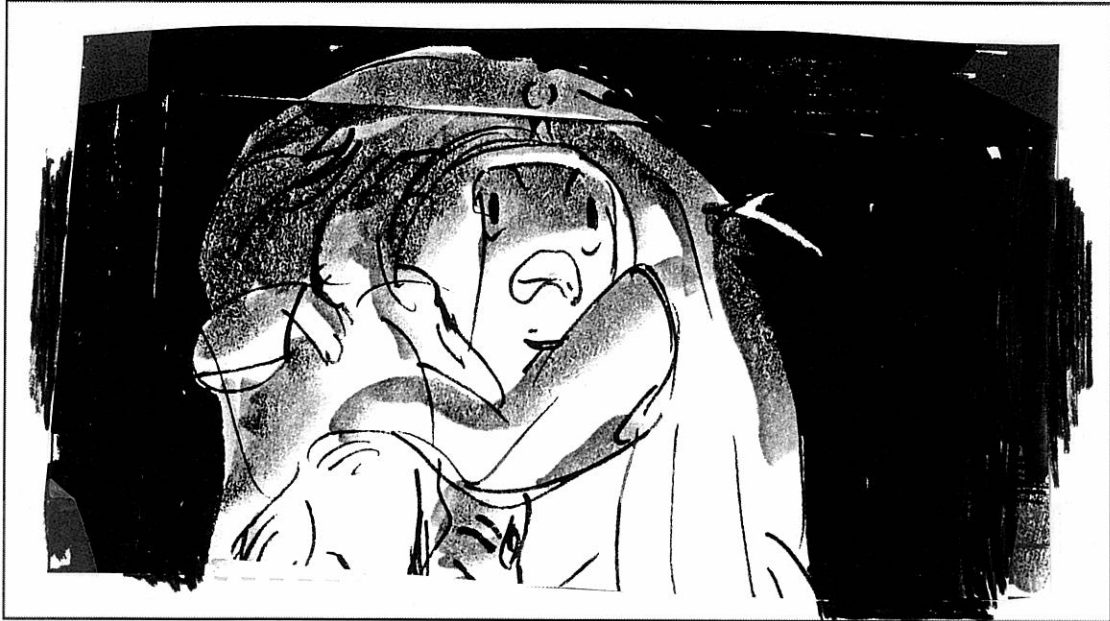
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ADVENTURE TIME



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Sc. Pnl. A Bg. day night Sc. Pnl. B Bg. day night



Dialog:	<u>PB:</u> RRGH!	<u>PB)</u> WHERE ARE FINN & JAKE!!!
Action:	PB REARS BACK IN ANGER	
Timing:		

100898

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog: R) WHAT DO YOU SEE IN THOSE TWO?

Action: R STEPS BACK & DISAPPEARS INTO THE DARK

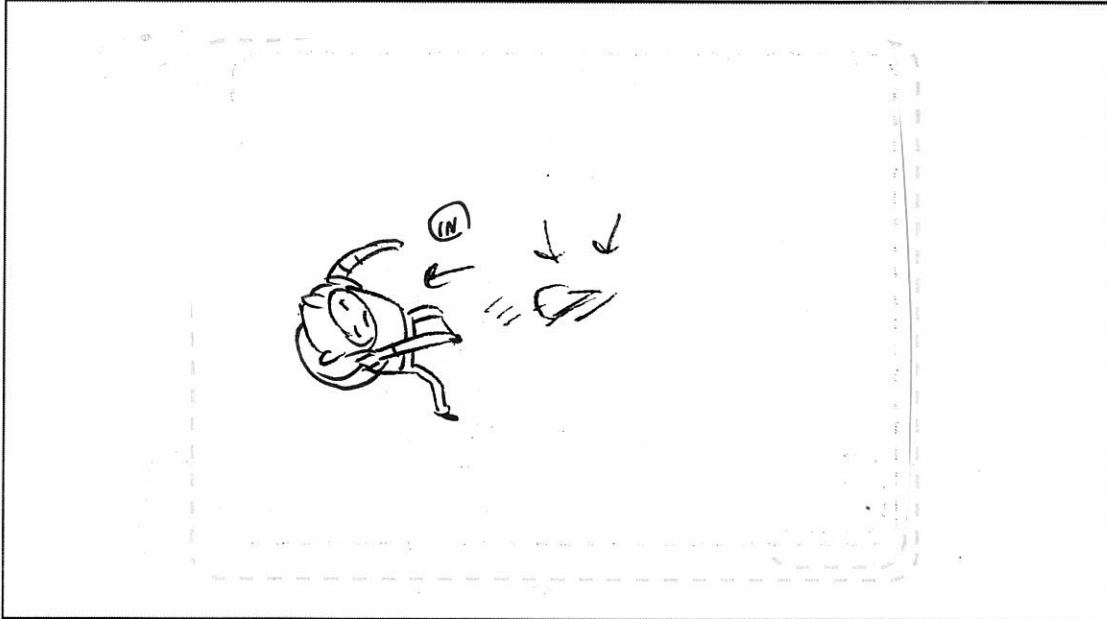
Timing:

EPISODE # 100898
Production :

ADVENTURE TIME

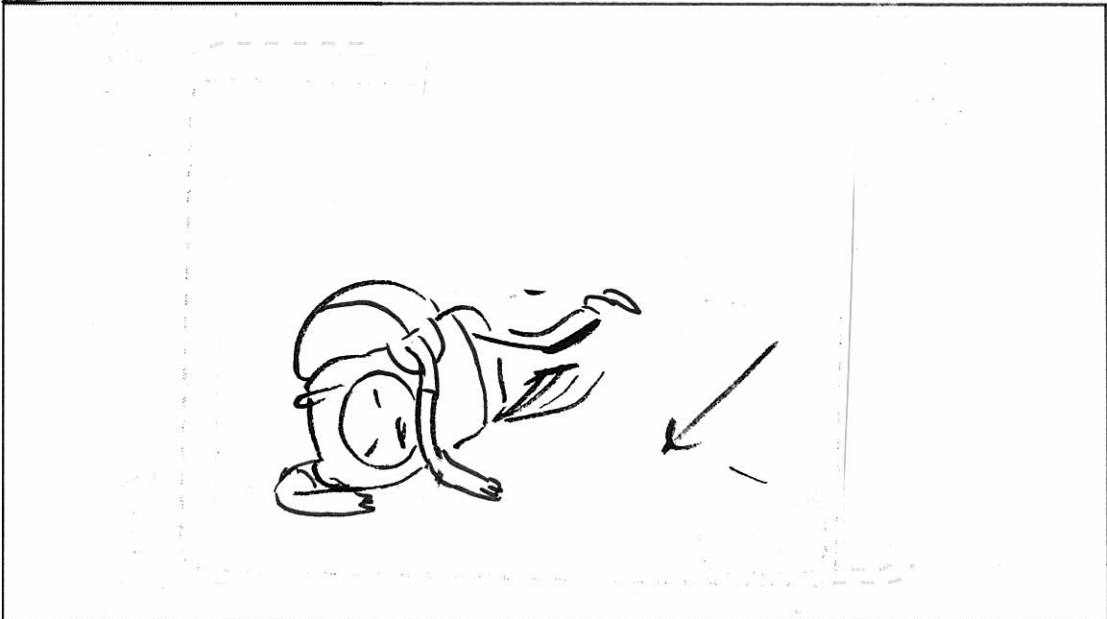


Sc. Pnl. C Bg. day night



STOP

Sc. Pnl. D Bg. day night



START

Dialog:

R) A BOY?

Action:

F IS FLUNG OUT OF THE DARKNESS,
LIMP & UNCONSCIOUS

- F HITS THE GROUND & SLIDES TO A STOP

- ADJ W/ ACTION

Timing:

100898
ADJ.
Production :

ADVENTURE TIME

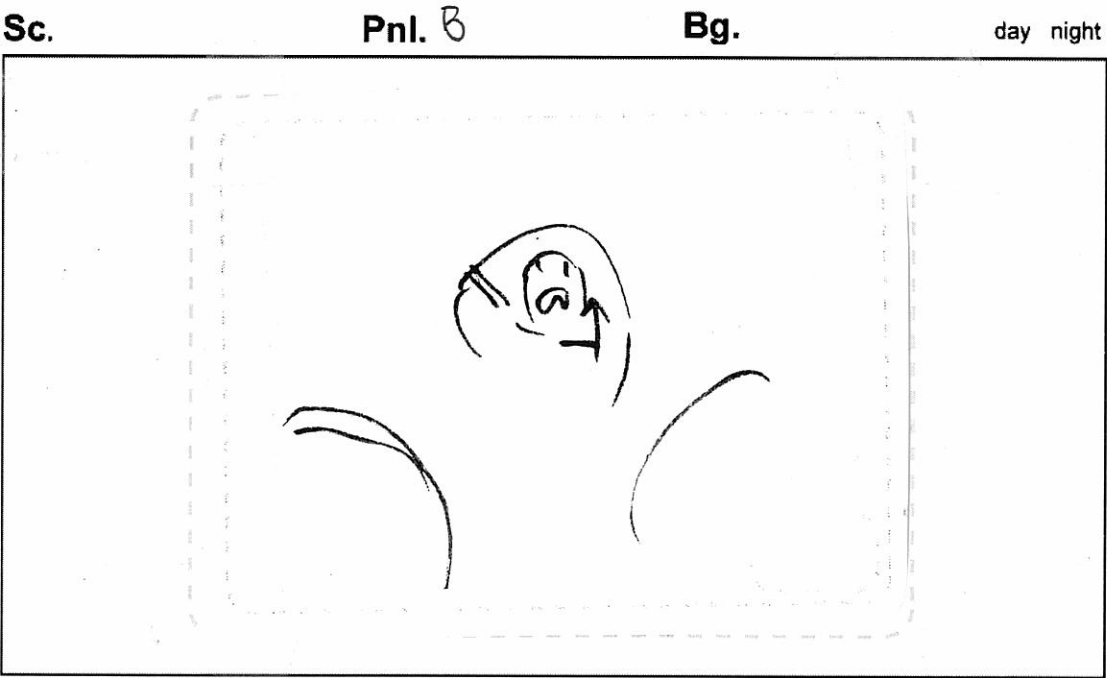
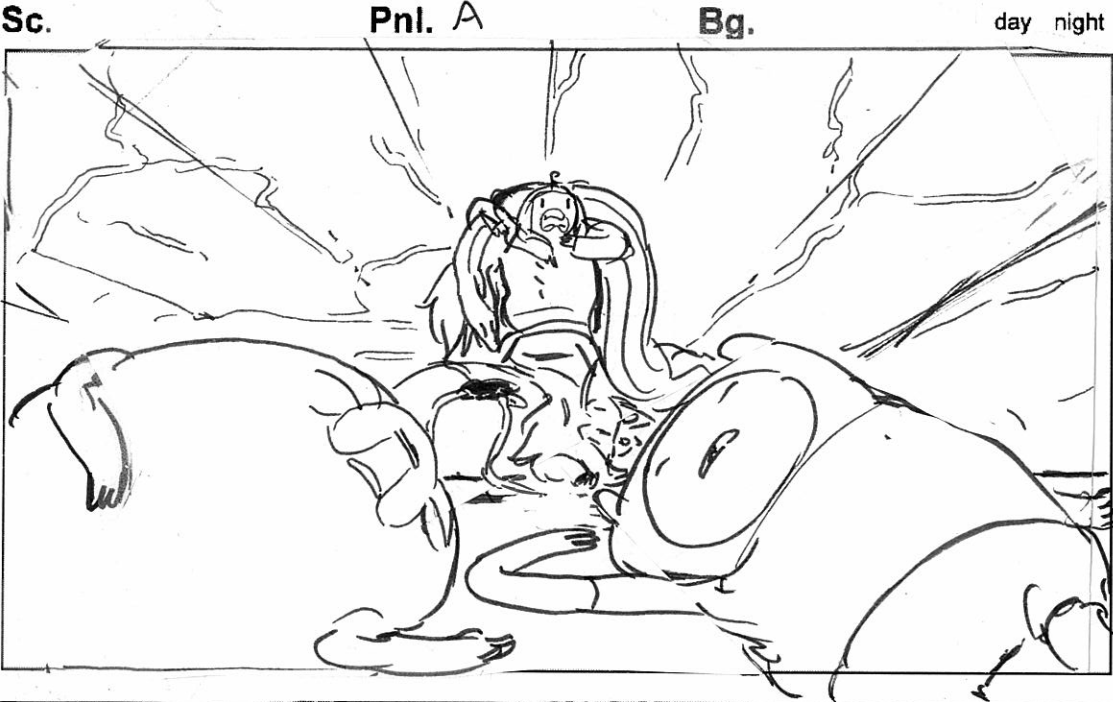


Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	R) AND A DOG?
Action:	J IS FLUNG FROM SAME SPOT IN THE DARKNESS (ALSO UNCONSCIOUS) HE HITS THE GROUND AND SLIDES TO TO A STOP ALSO. (ADJ TO SEE J'S ACTION)
Timing:	

100898
EPISODE #
Production :

ADVENTURE TIME



Dialog:	R) MERE LILLIPUTIANS COMPARED TO TITANS SUCH AS WE... F+J : [QUIET BREATHING]	R) YOU DESERVE MORE ... MATURE COMPANIONSHIP
Action:	- PB LOOKS UP.	
Timing:		

100898


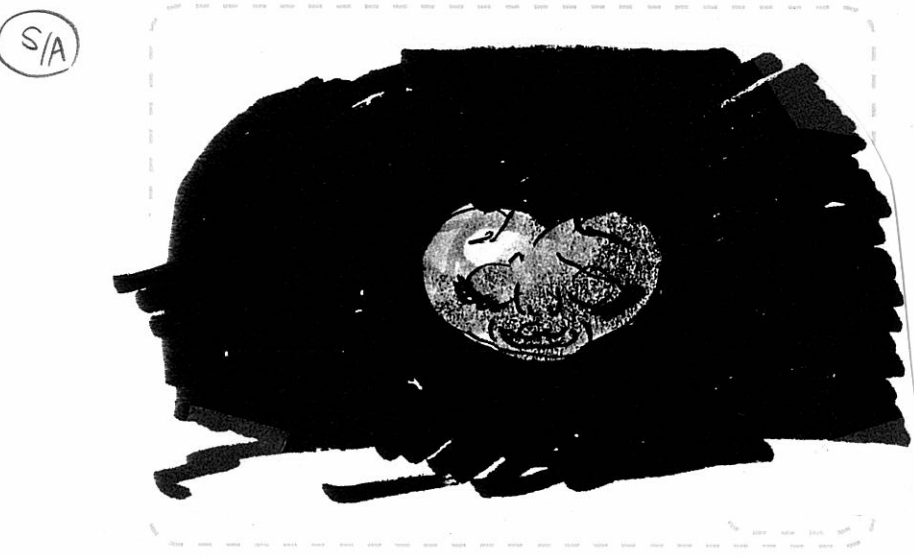
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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night
							

Dialog:	R) YOU SEE, I THOUGHT I ONLY	R) WANTED YOUR HEART-
Action:	- RICARDIO'S FACE TILTS FORWARD.	
Timing:		

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. A Bg. day night

Dialog:	<p><u>R</u>: BUT I WAS WRONG - I WAS UNFAIR TO YOU</p> <p><u>R</u>: I WANT ...</p>
Action:	
Timing:	

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ADVENTURE TIME



Sc. Pnl. B Bg. day night Sc. Pnl. A Bg. day night



Dialog:	R> <u>THE FULL PACKAGE!</u>
Action:	
Timing:	

EPISODE # 100898
Production :

ADVENTURE TIME



13

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Sc.	Pnl. A	Bg.	day night	Sc.	day night

Dialog:	<p><u>R</u>) PRINCESS ...</p>
Action:	<p>PAN UP AS R SEEMINGLY FLOATS INTO THE AIR (HE IS STANDING UP W/ HIS NEW LEGS)</p>
Timing:	

100898
EPISODE #
Production :

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night

Dialog:	PB) WHAT ...	SFX: * THOOM *
Action:	OUT OF SHADOW COMES ONE FOOT STEPPING FORWARD	
Timing:		

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ADVENTURE TIME



Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. C	Bg.	day night

Dialog:
Action: FOOT STEPS INTO LIGHT WEIGHT SHIFTS TO LIT FOOT
Timing:

EPISODE # 100888
Production :

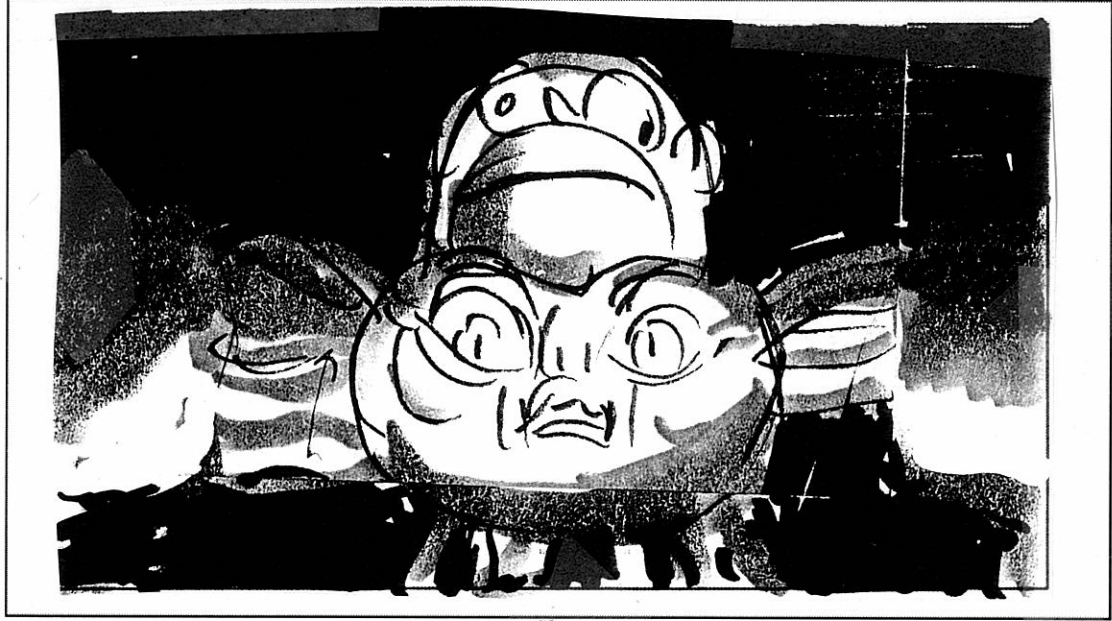


Sc.

Pnl. 8

Bg.

Page 135
day night



- SECOND LEG IS PULLED OUT OF SHADOW, PAN UP
AS ALL OF RICARDIO & HIS NEW BODY IS
ILLUMINATED

START

100856

EPISODE #

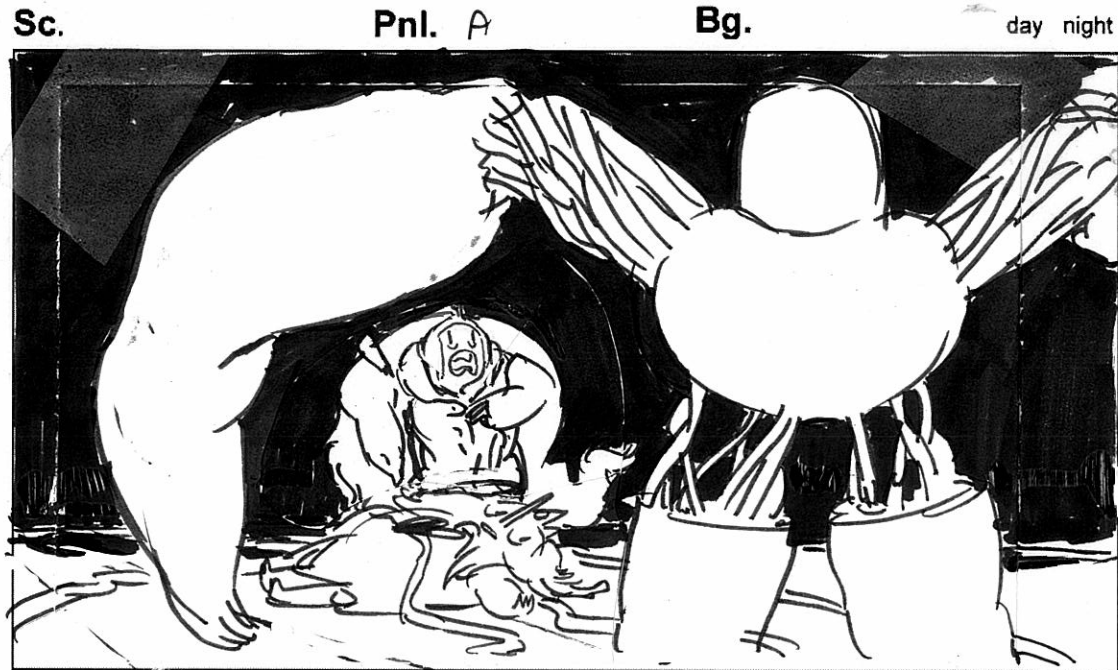
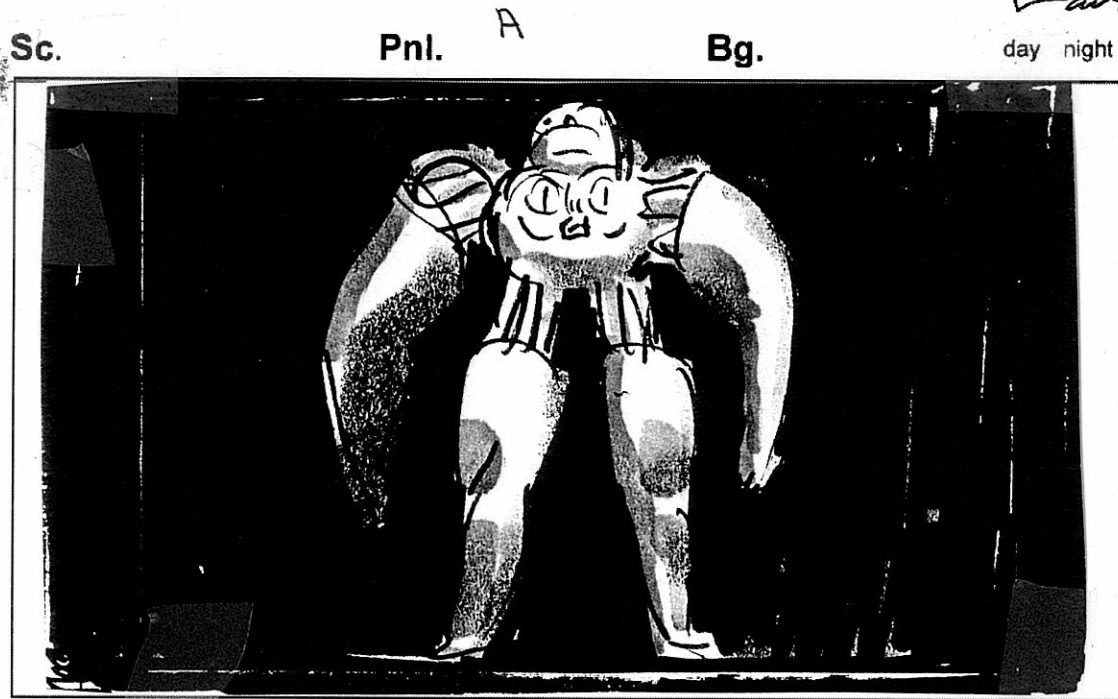
Production :

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ADVENTURE TIME



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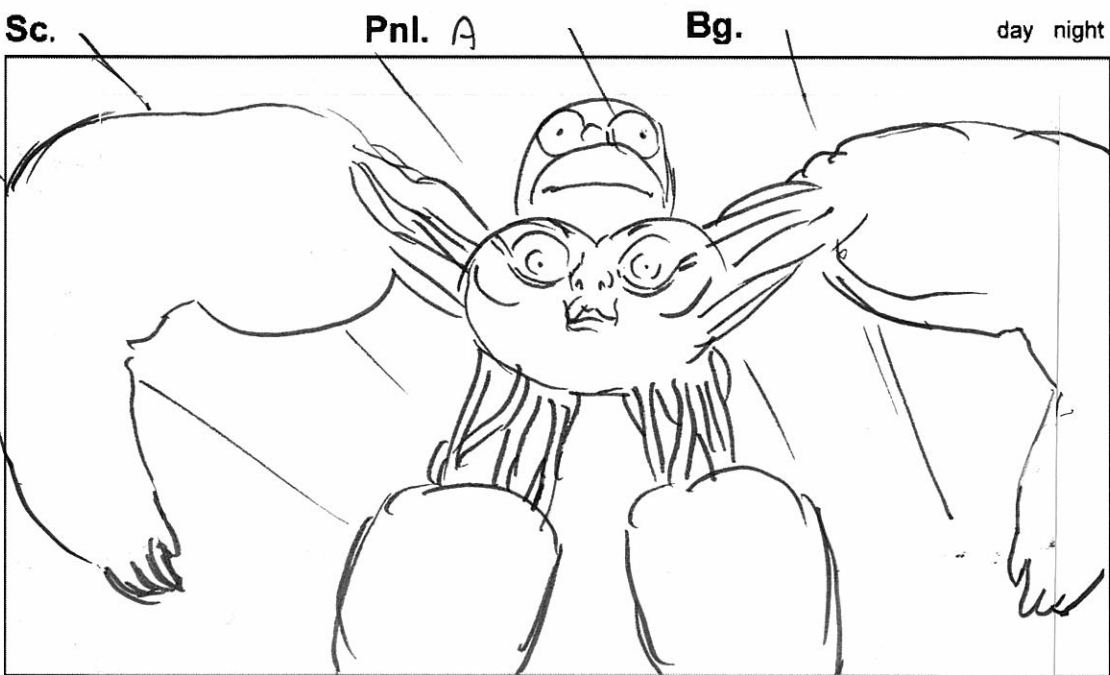
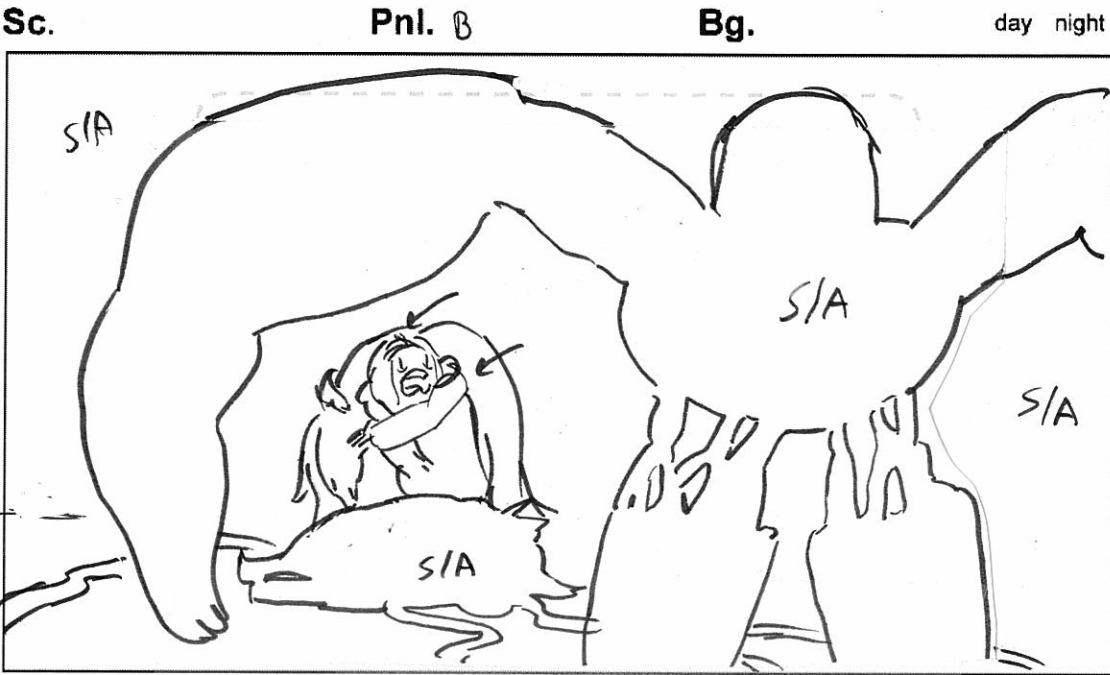
Dialog:	12) I'M A MAN NOW. (ALT) I'VE BECOME A MAN FOR YOU.	PB) A H H H
Action:	WT WIDE TO ALL OF RICARDIO + HIS NEW BODY (IT'S FLESHY + RED LIKE RAW MUSCLE, ATTACHED W/ BIG STRINGY SINEWS)	PB SCREAMS AND STUMBLET BACK IN HORROR AT THE SIGHT OF 12'S BODY
Timing:		

1000000

EPISODE #

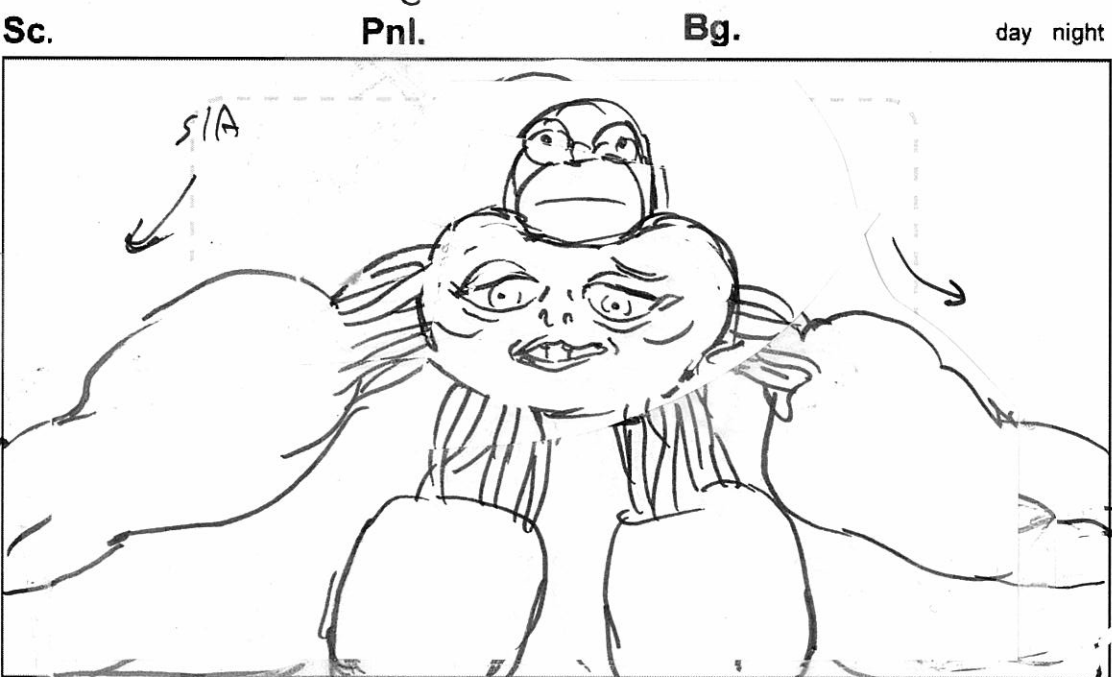
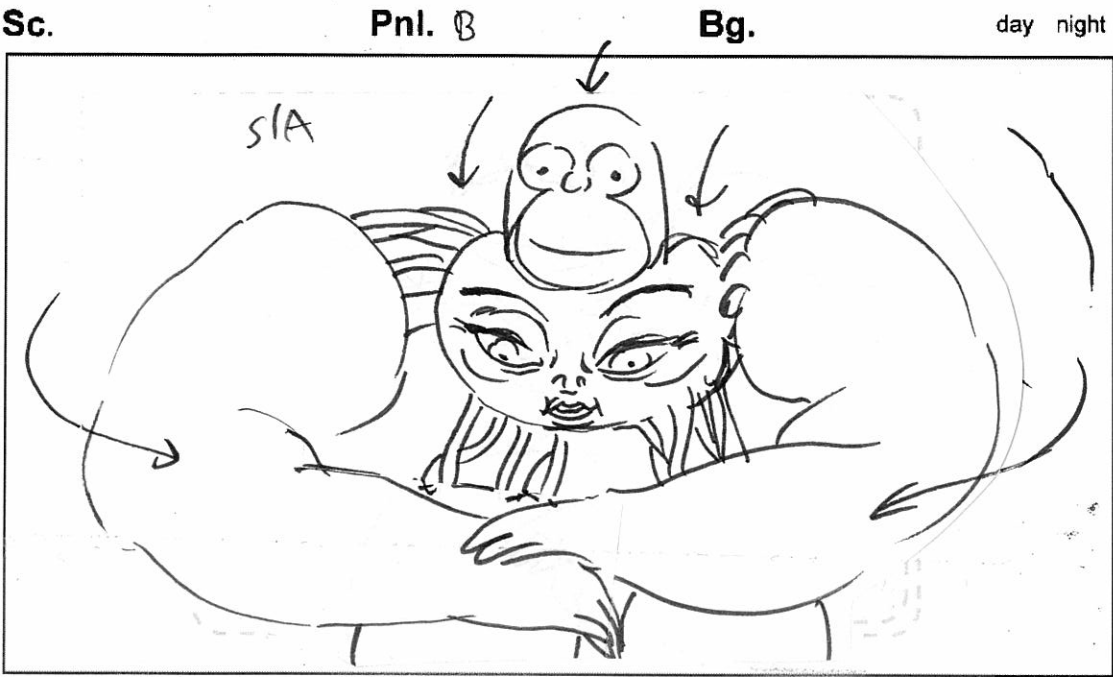
Production :

ADVENTURE TIME



Dialog:	PB) AHMM!	PB: AHHH!
Action:	PB REWINDS IN TERROR	
Timing:		

ADVENTURE TIME



Dialog:

R) I MADE MYSELF THIS BODY ...

R) FOR YOU, PRINCES ...

Action:

R ADMIRES HIS ARM

SPREADS ARMS & GIVES PB A SULTRY LOOK

Timing:

100833

EPISODE #

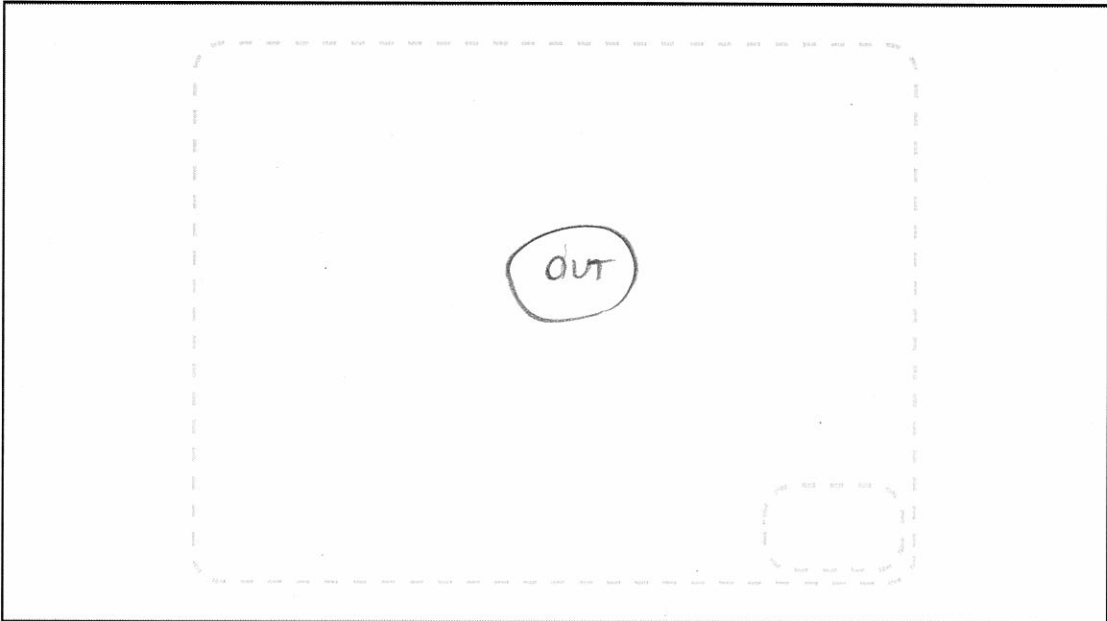
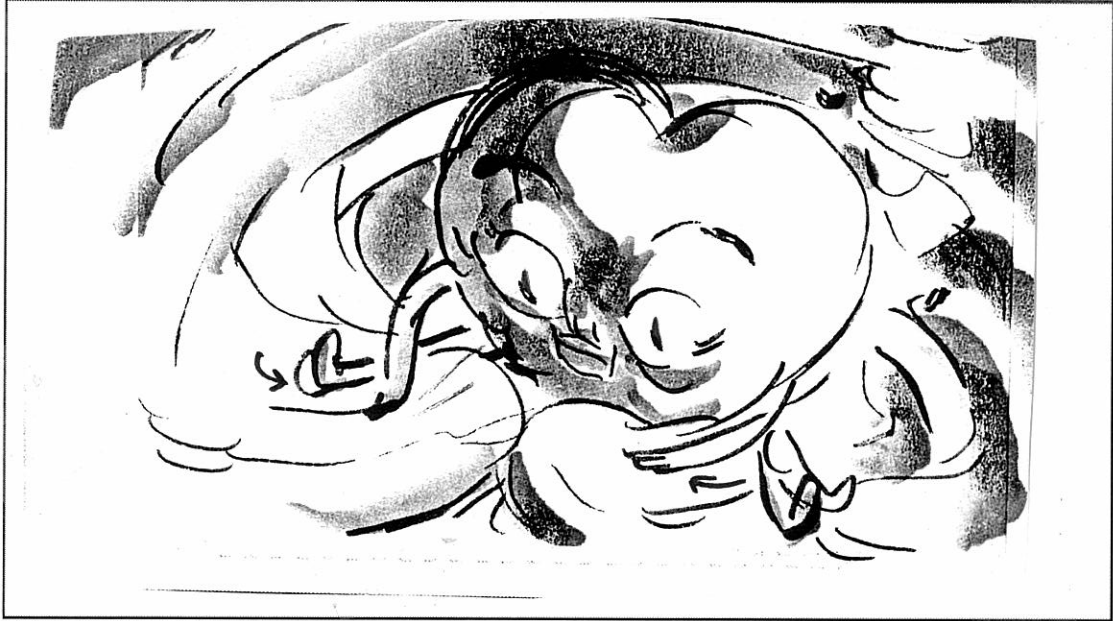
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ADVENTURE TIME



Sc. Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:	R) SYNTHESIZED FROM ICE KING'S LIVING TISSUE. (ALT) SYNTHESIZED FROM SIMON'S LIVING TISSUE.
Action:	(FLASHBACK) R IS PLAYING IN IKI BODY W/ HIS TISSUES LIKE A SANDBOX
Timing:	

EPISODE # 100898
Production :

ADVENTURE TIME



Sc.	Pnl. A	Bg.	day	night	Sc.	Pnl. B	Bg.	day	night

Dialog:	R) HIS BONES BROKEN & REASSEMBLED ...	SFX: * CRACK!! *
Action:	(FLASHBACK) R BREAKS A LITTLE BONE INSIDE IK	
Timing:		

100898
EPISODE #
Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night



Dialog:

IK) IT HURT, OK BOY!

Action:

IK ON THE FLOOR LISTENING IN
TURNS HEAD TO TALK TO IB

Timing:

Sc. Pnl. B Bg. day night



IK) HOW ABOUT A HUG
GIMMIE A HUG
I NEED IT

R'S LEGS WALKING FORWARD IN BG

100898

EPISODE #

Production :

ADVENTURE TIME

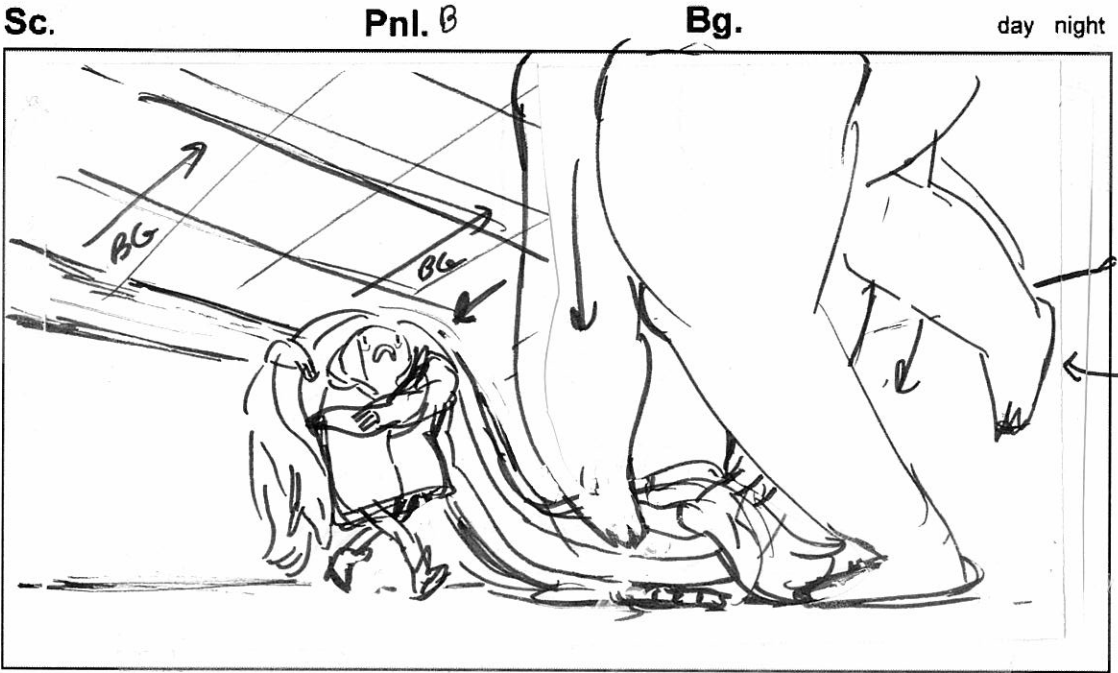
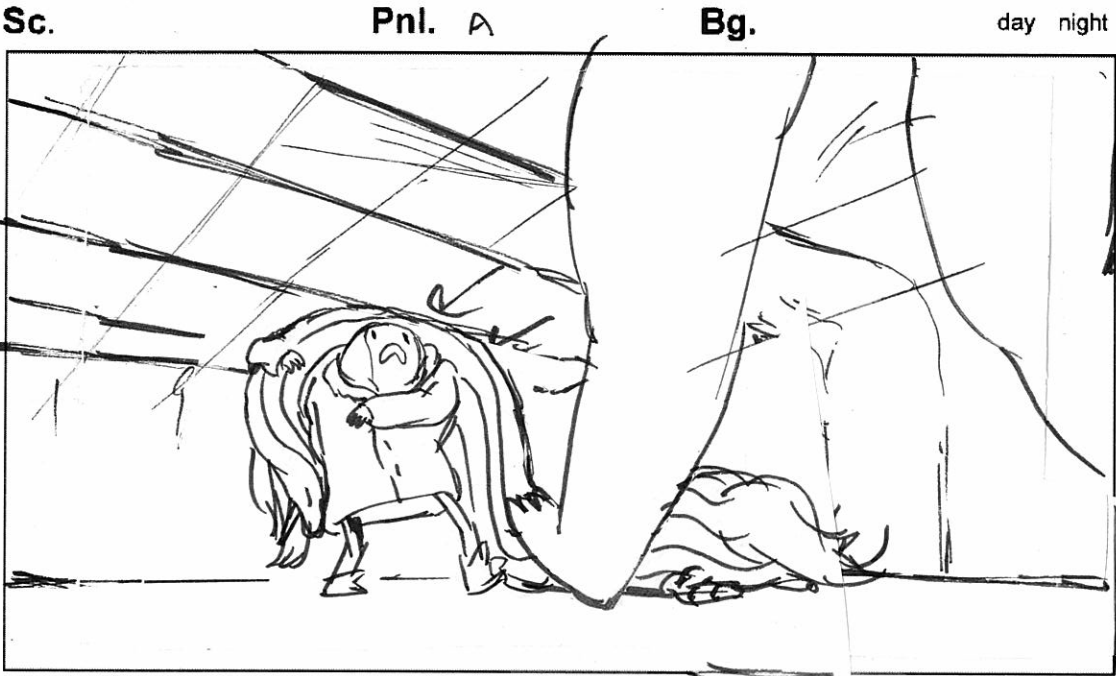


Sc.	Pnl. C	Bg.	day night	Sc.	Pnl. D	Bg.	day night	

Dialog:	IK) GORF!	R: (O/S) SILENCE, SIMON
Action:	- R STEPS ON IK WHICH SHUZZI HIM UP	
Timing:	R WALKS PAST IK	

100898
EPISODE #
Production :

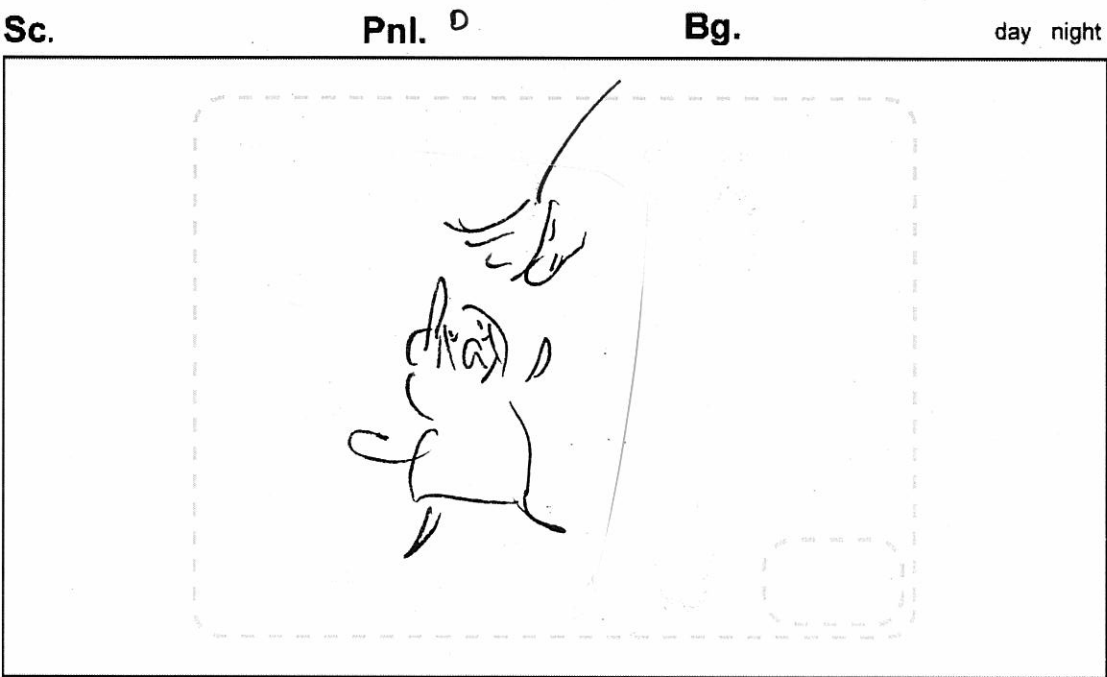
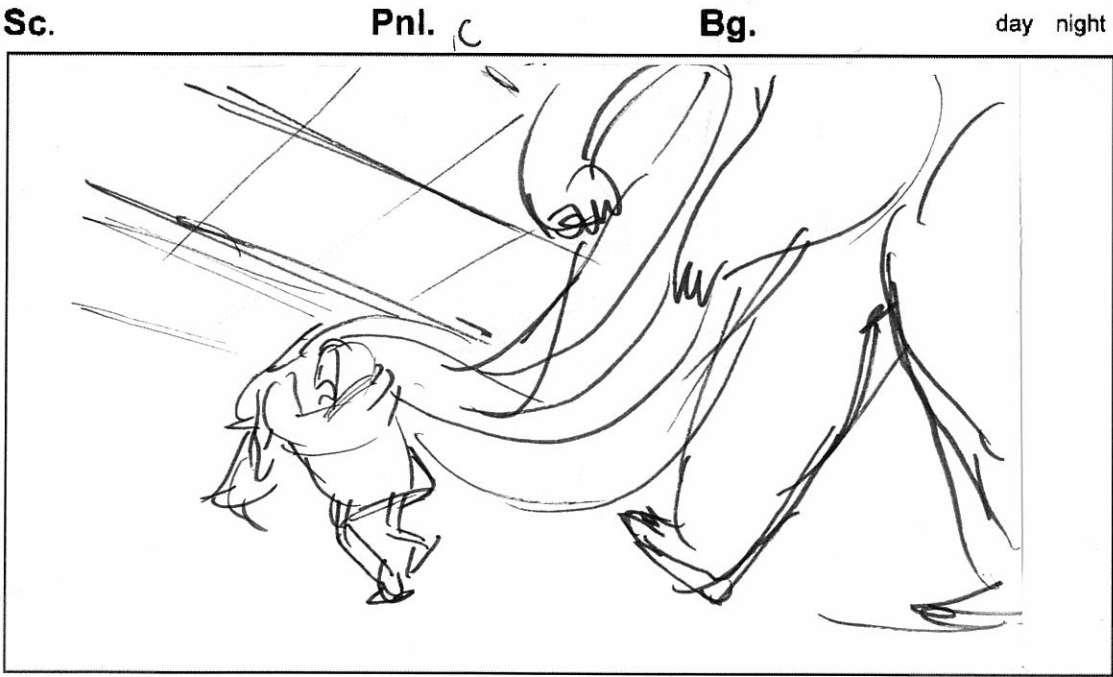
ADVENTURE TIME



Dialog:	<u>R</u> : ALL FOR YOU, BUBBLEGUM	
Action:	— PB BACKING AWAY, R ADVANCING	R REACHES DOWN AS HE WALKS, GRABS LADY
Timing:		

100898
EPISODE #
Production :

ADVENTURE TIME



Dialog:	
Action:	R PULLS LADY AWAY FROM PA, PB SPINS AROUND TRYING TO HOLD ON UNTIL LADY IS YANKED AWAY
Timing:	

100898

EPISODE #

Production :

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ADVENTURE TIME



Page 145

Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	R) NOW MARVEL ...	R) AT THESE ...
Action:	R PULL LAPD INTO SHOT	
Timing:		

EPISODE # 100898

Production :

ADVENTURE TIME



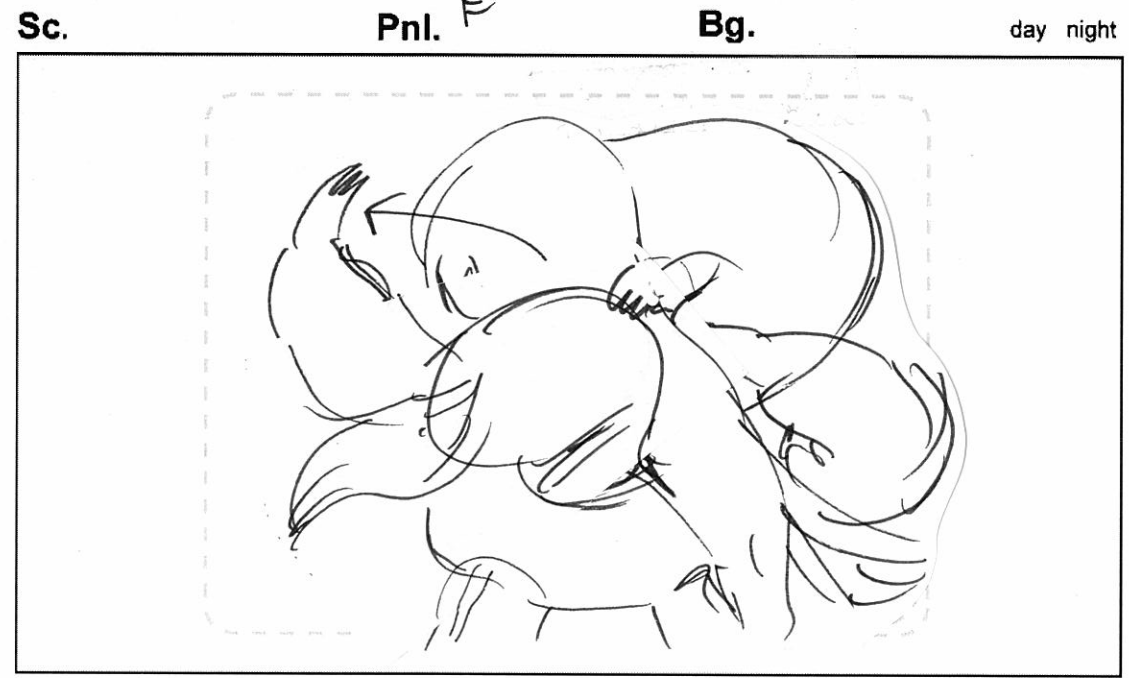
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
	C					D			

Dialog:	R) POWERFUL,	
Action:	R SWINGS LR AROUND PULLING HER LOWER BODY IN FRONT	R SLIDES HIS HAND ON THE UNDERSIDE OF LADY OVER TO SUPPORT HER UPPER BODY AS HE CONTINUES TO PULL HER WITH HIS OTHER HAND
Timing:		

ENTIRE TIME



Page 147



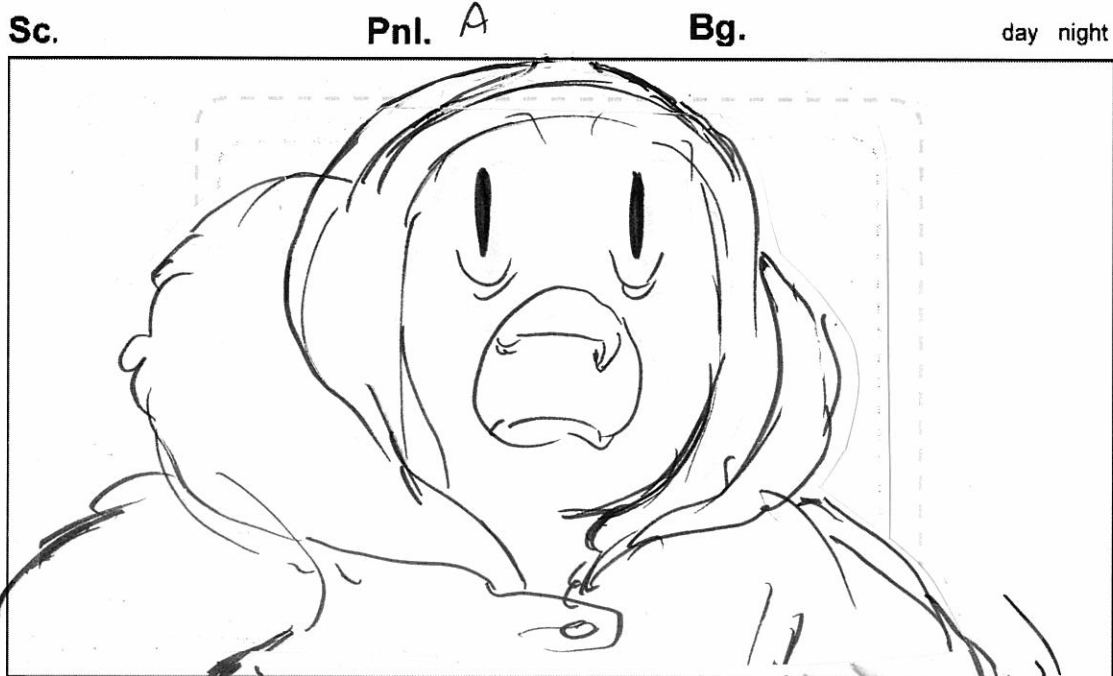
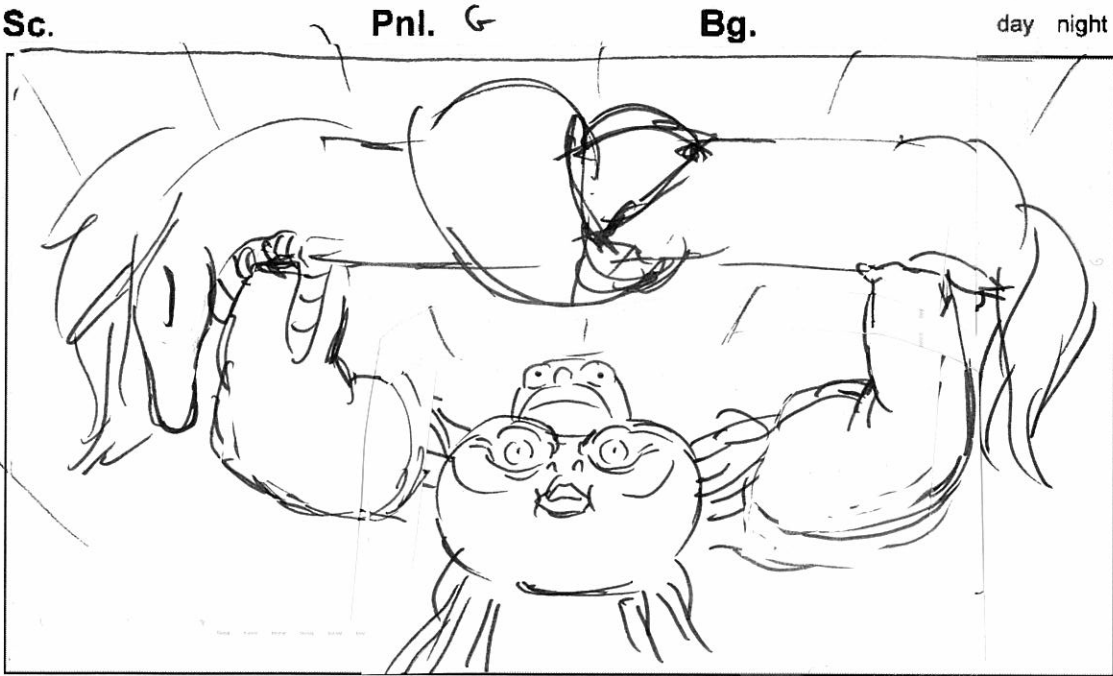
Dialog:	R) ARTICULATE ...
Action:	
Timing:	

EPISODE # 100898
Production :

ADVENTURE TIME



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Dialog:	R) LIMBS!	PB) STOP!!!
Action:	- RICARDIO TIES LADY INTO A KNOT.	PB SHOCKED + HORRIFIED
Timing:		

100898
EPISODE #
Production :

ADVENTURE TIME



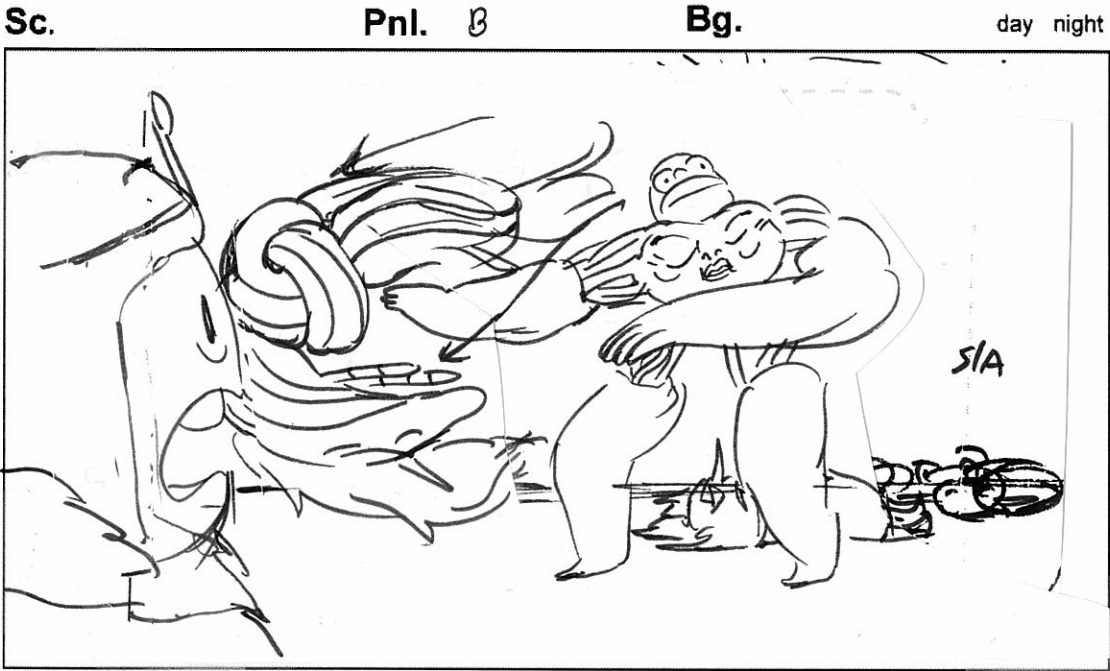
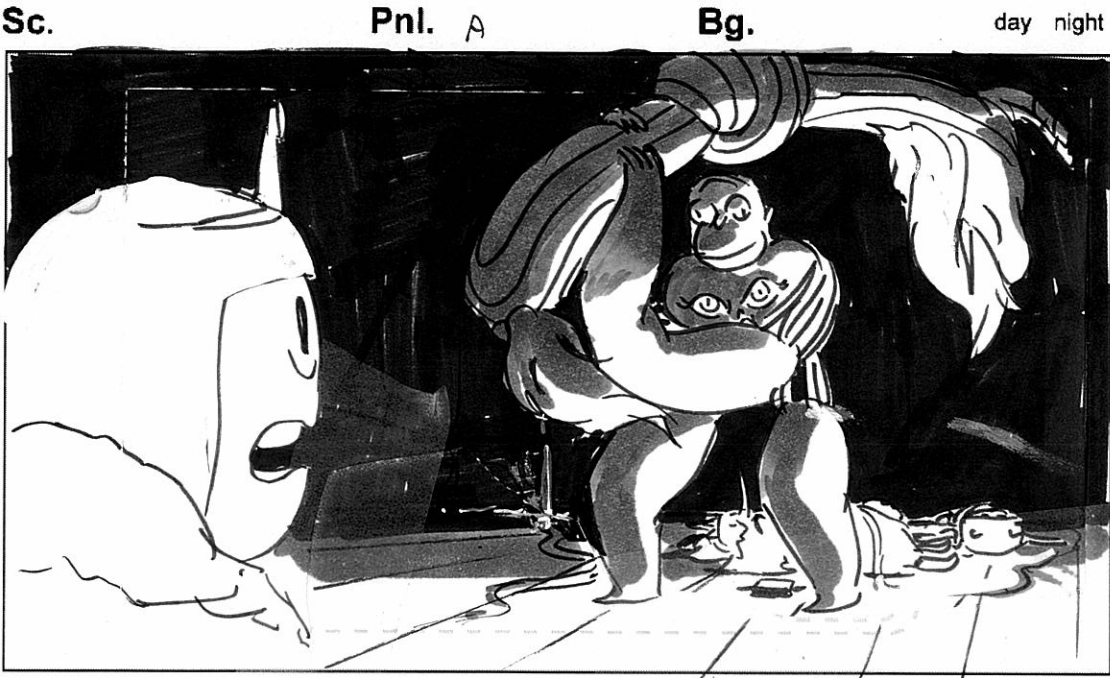
Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night
							

Dialog:	R) ATTACHED WITH SUPPLE ...	R) AND DELICATE SINEWS
Action:		
Timing:		

100898
EPISODE #
Production :

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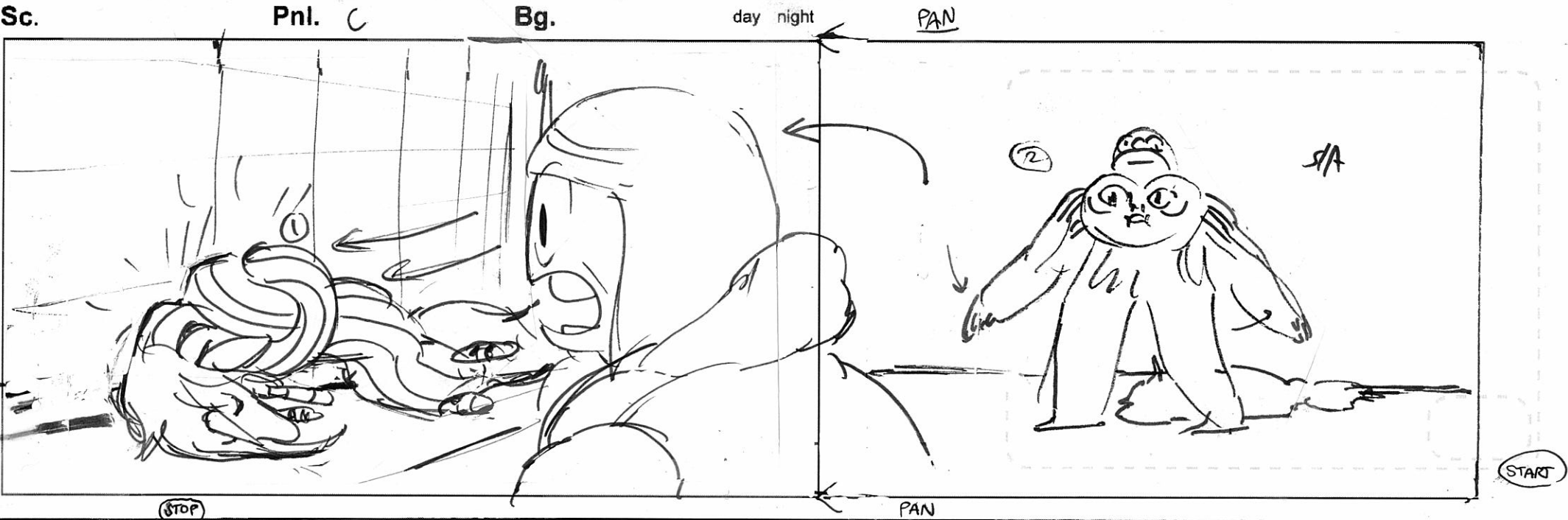
ADVENTURE TIME



Dialog:	PG) AHH!
Action:	R PULLS LR DOWN AND LETS GO, FLINGING HER SIDEWAYS (PB SCREAMS)
Timing:	

100898
EPISODE #
Production :

ADVENTURE TIME



Dialog: PB) AH!

Action: LR SLAMS AGAINST WALL ↓ ② (SETTLE) ↓

Timing:

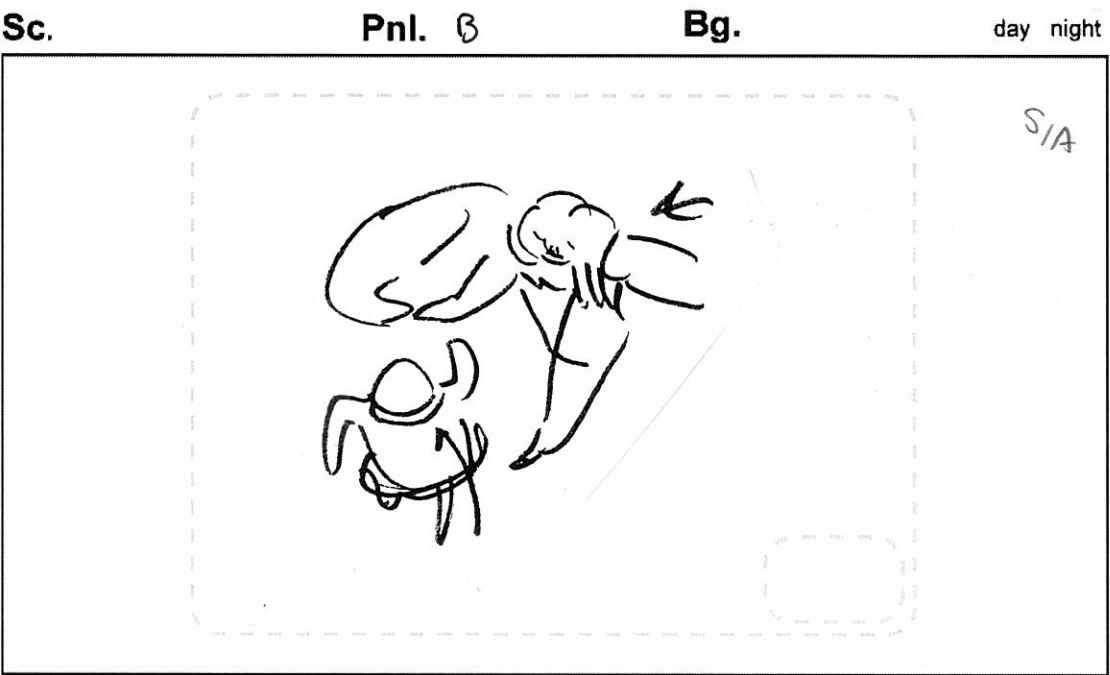
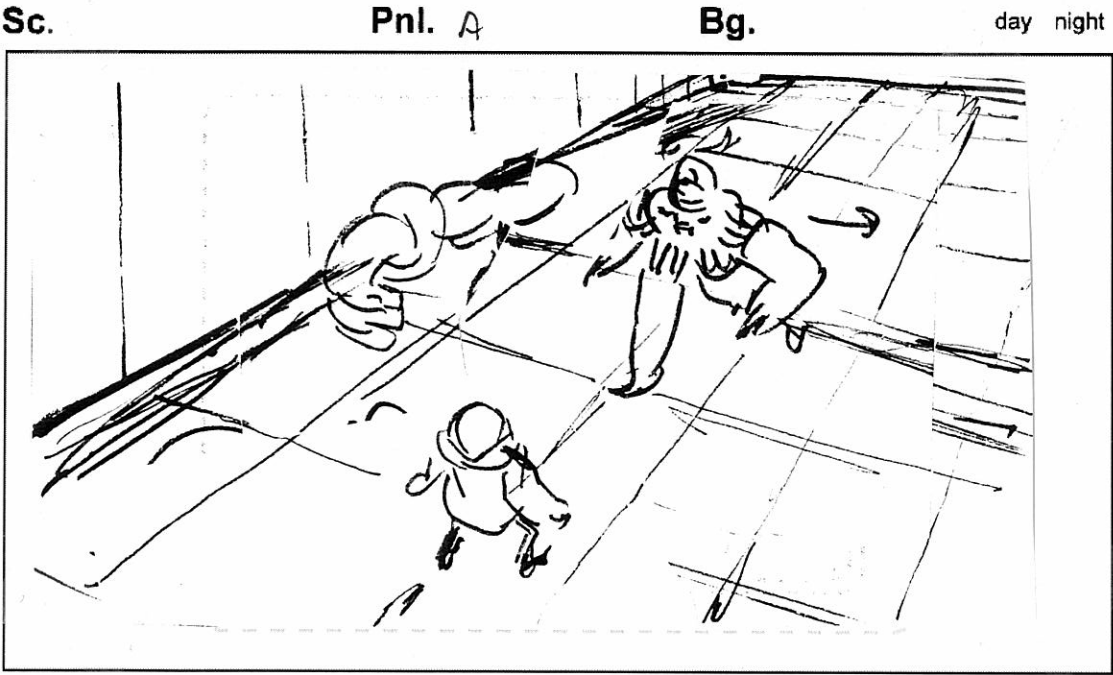
100898

EPISODE #

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ADVENTURE TIME



Dialog:	PB: LADY!
Action:	- R ADVANCES TOWARD PB, PA TRIES TO RUN TO LADY
Timing:	

100898
EPISODE #
Production :

ADVENTURE TIME



Sc.	Pnl. ^A	Bg.	day night	Sc.	Pnl. ^B	Bg.	day night	

Dialog:	R) NOW MY DARLING. WE CAN FINALLY BE UNITED.....
Action:	RICARDO CUTS PB OFF SLAMMING HIS HANDS AGAINST THE WALL (IN A HITTING-ON-HER SORT OF WAY) SHE JUMPS BACK & IS FORCED AGAINST WALL
Timing:	

100898

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:	R) AS MAN ...	R) AND WIFE
Action:		
Timing:		

100898

EPISODE #

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
	A								

Dialog:
Action: PB FREAKED OUT
Timing:

100898

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night

Dialog:	<u>R</u> : OK, RICARDIO ...	
Action:	PB POV, SINEWS OF R'S ARM	- PB LOOKS DETERMINED
Timing:		

100898
EPISODE #
Production :

ADVENTURE TIME

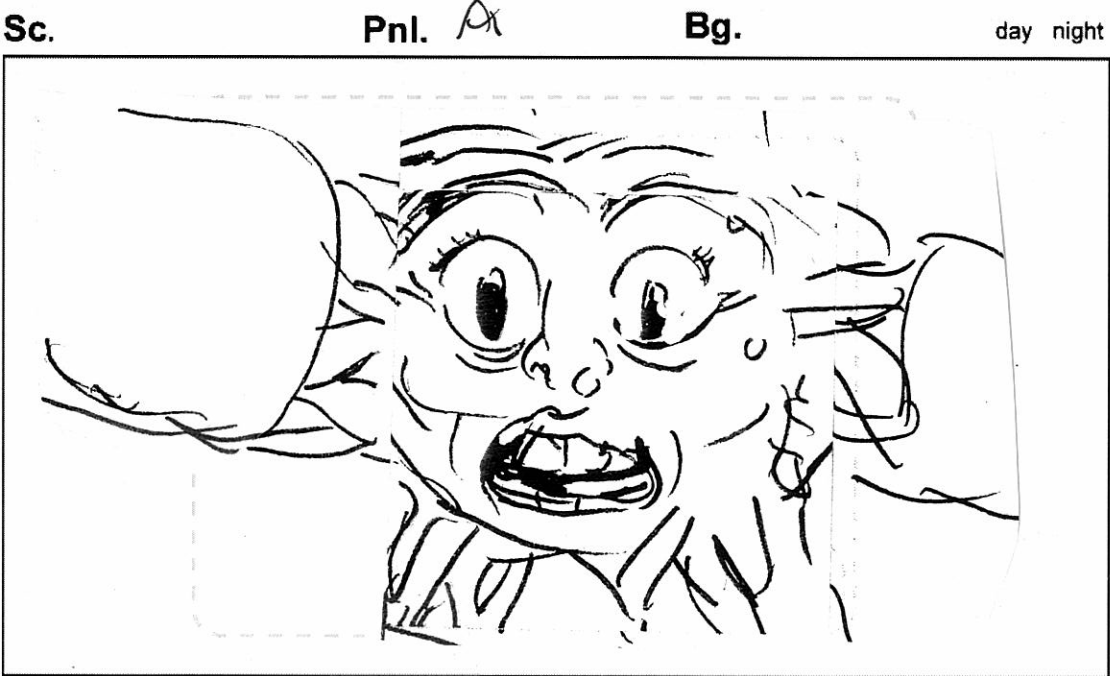
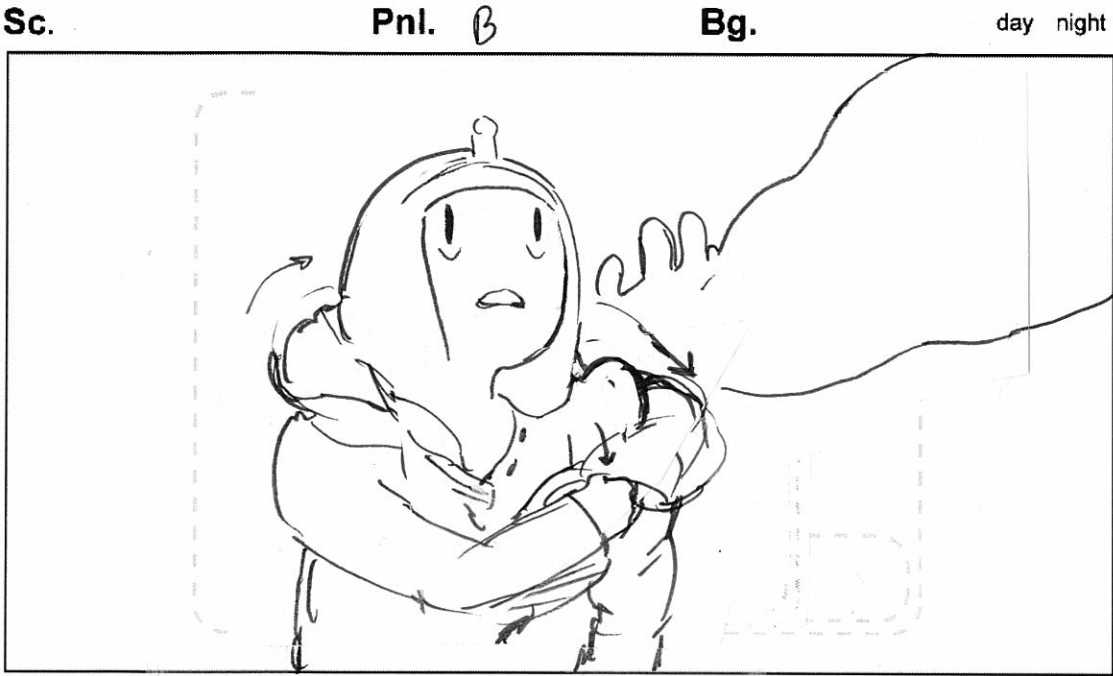


Sc. Pnl. B Bg. day night

Sc. Pnl. A Bg. day night

Dialog:	PB) ILL DO IT
Action:	PB GRABS TOP OF JACKET AND STARTS TO PULL IT OPEN
Timing:	

ADVENTURE TIME



Dialog:	PB) ILL BE YOUR WIFE	R) AH!!!
Action:	R EXCITED + SHOCKED	
Timing:		

100868

EPISODE #

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ADVENTURE TIME



Page 159

Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:	PB) IF YOU CAN BEAT ME
Action:	-PB TAKES OFF JACKET
Timing:	

100088
EPISODE #
Production :

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ADVENTURE TIME



Page 160

Sc. Pnl. C Bg. day night

Sc. Pnl. A Bg. day night

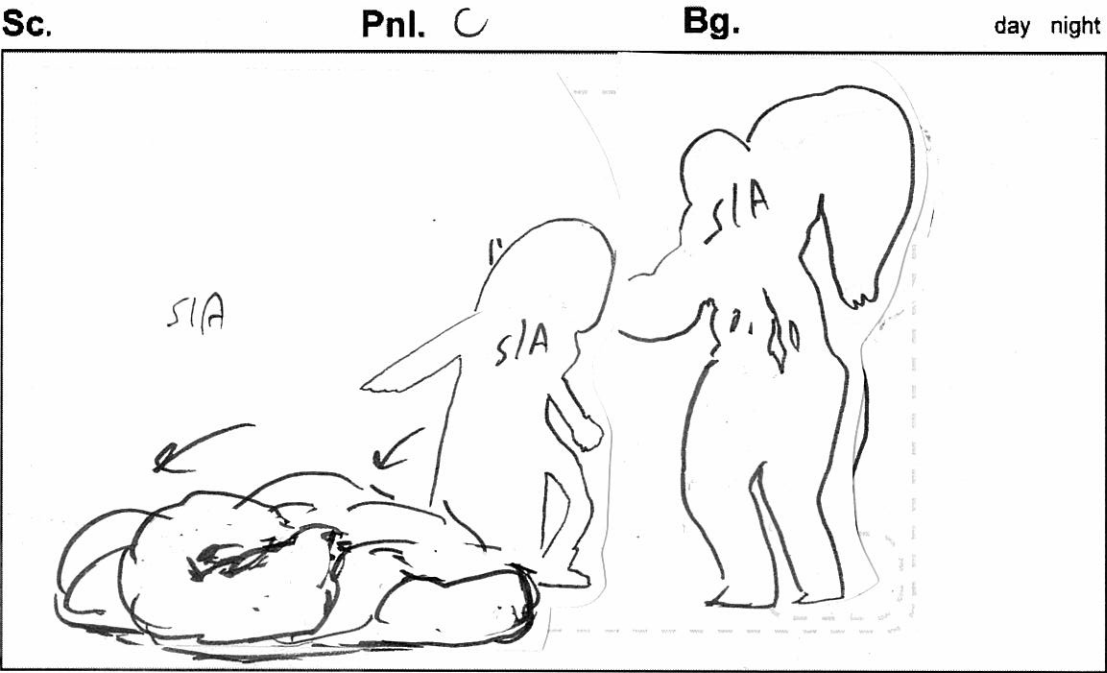
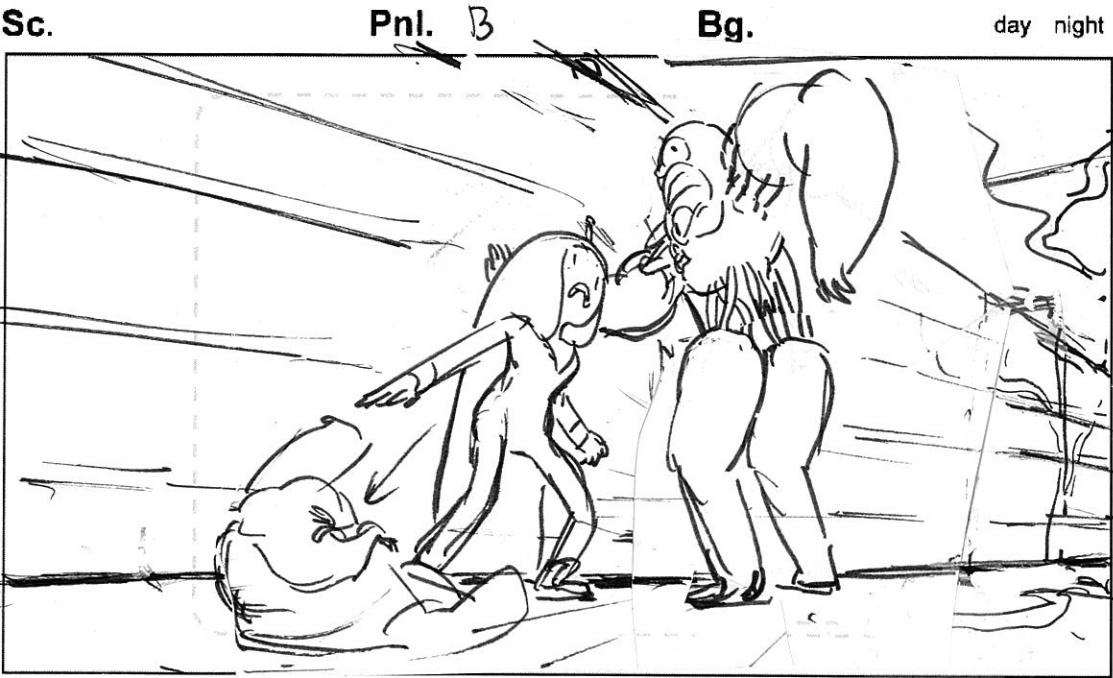
Dialog:
Action:
Timing:

100898

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action: -PB THROWS DOWN JACKET. - 'SHFF' JACKET HITS GROUND & SLIDES INTO FOREGROUND SETTLES IN FOREGROUND
Timing:

100898
EPISODE #
Production :

ADVENTURE TIME



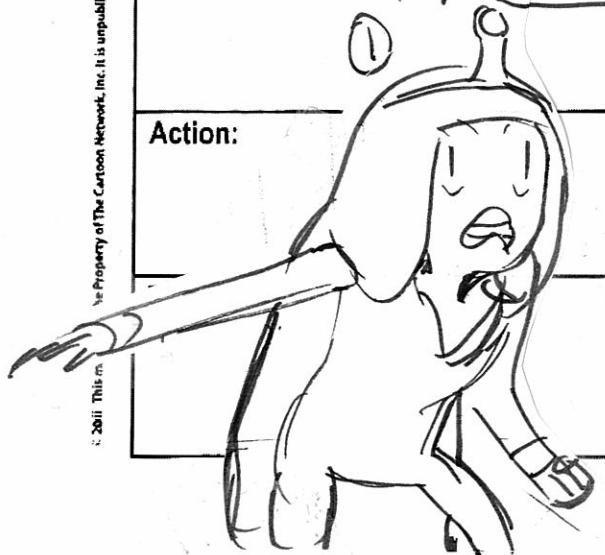
Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	IN HAND TO HAND PB) COMBAT.	R) OH MY!
Action:	PB (NOW IN THERMAL OUTFIT) PULLS FISTS IN PREPARING TO FIGHT	(ALT) PUGILISM! HOW VALKYRIAN, R IS DELIGHTED! -

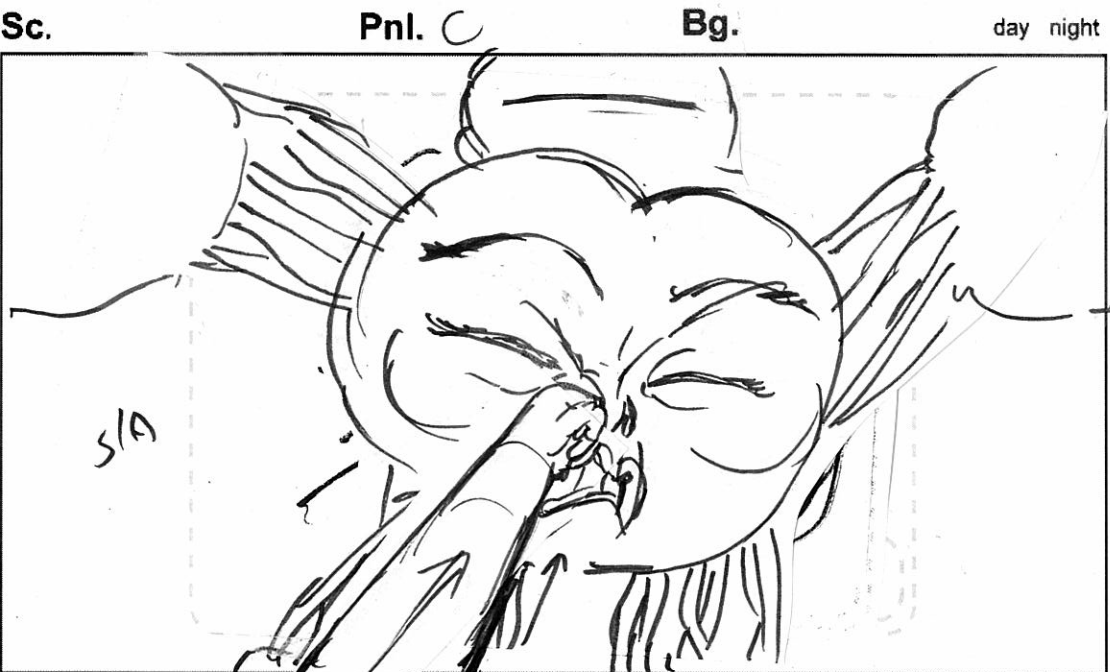
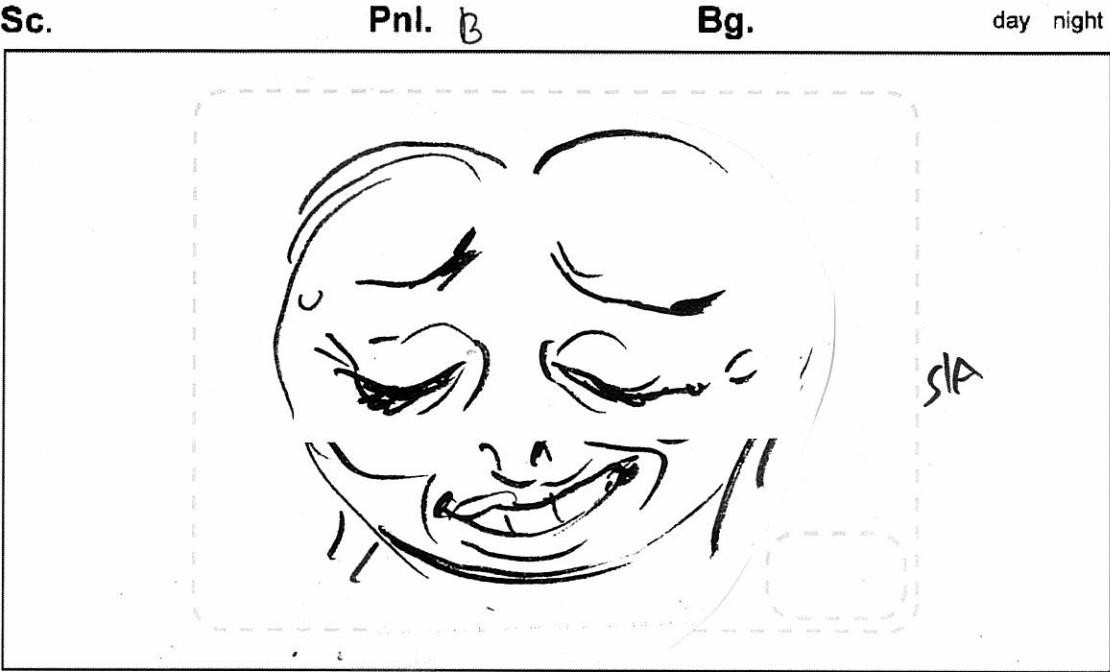


100898

EPISODE #

Production :

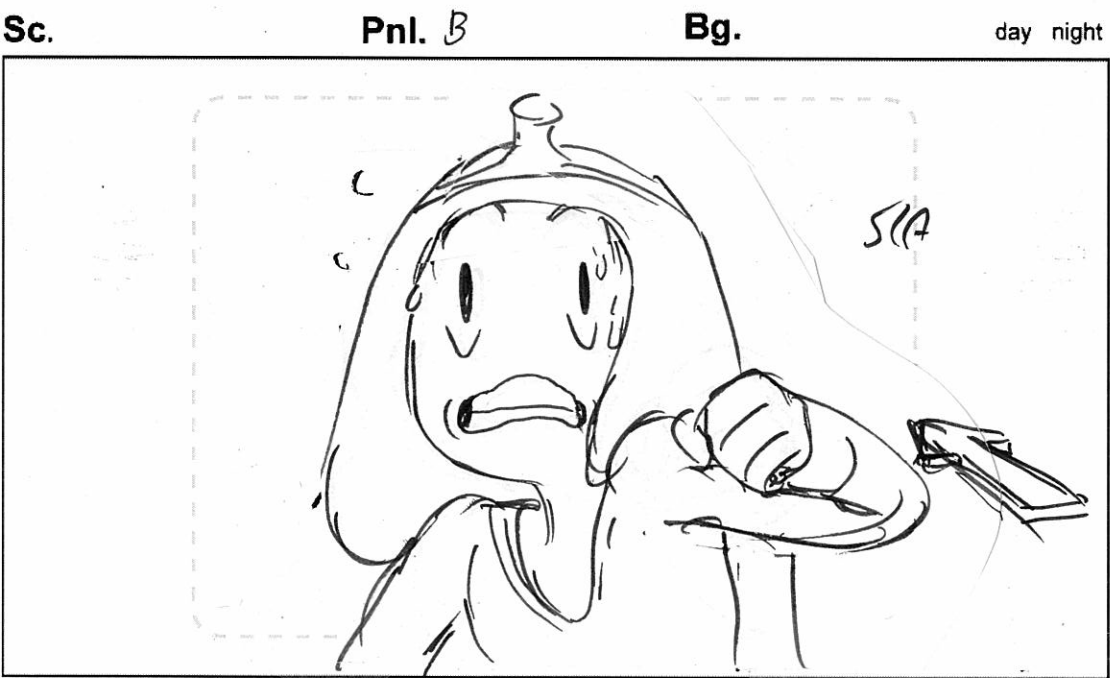
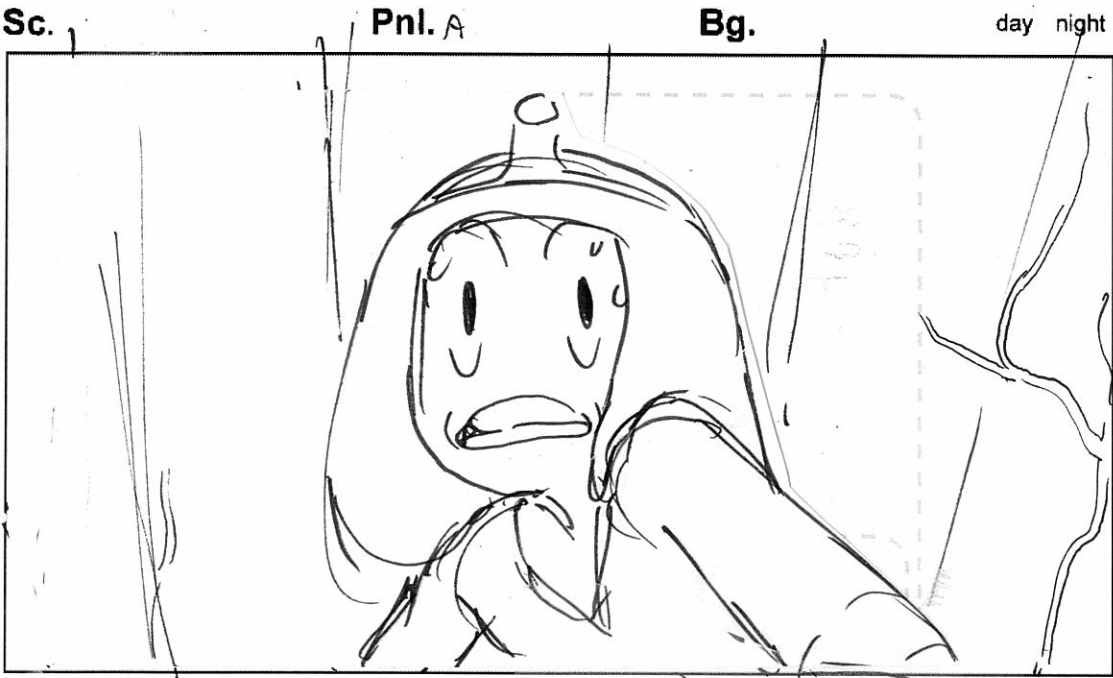
ADVENTURE TIME



Dialog:	R) PRINCESS YOU ARE ABSOLUTELY ~	R) [IMPACT GRUNT]
Action:	- PB'S FIST FLIES INTO SHOT AND NAILS R IN THE FACE!	
Timing:		

100898
EPISODE #
Production :

ADVENTURE TIME



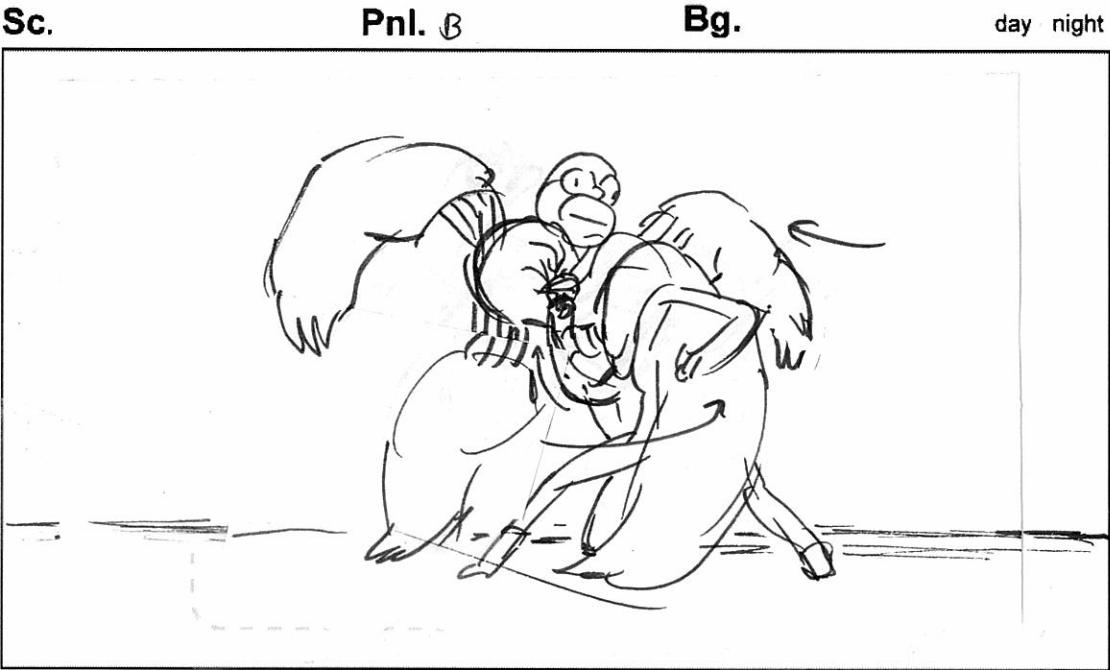
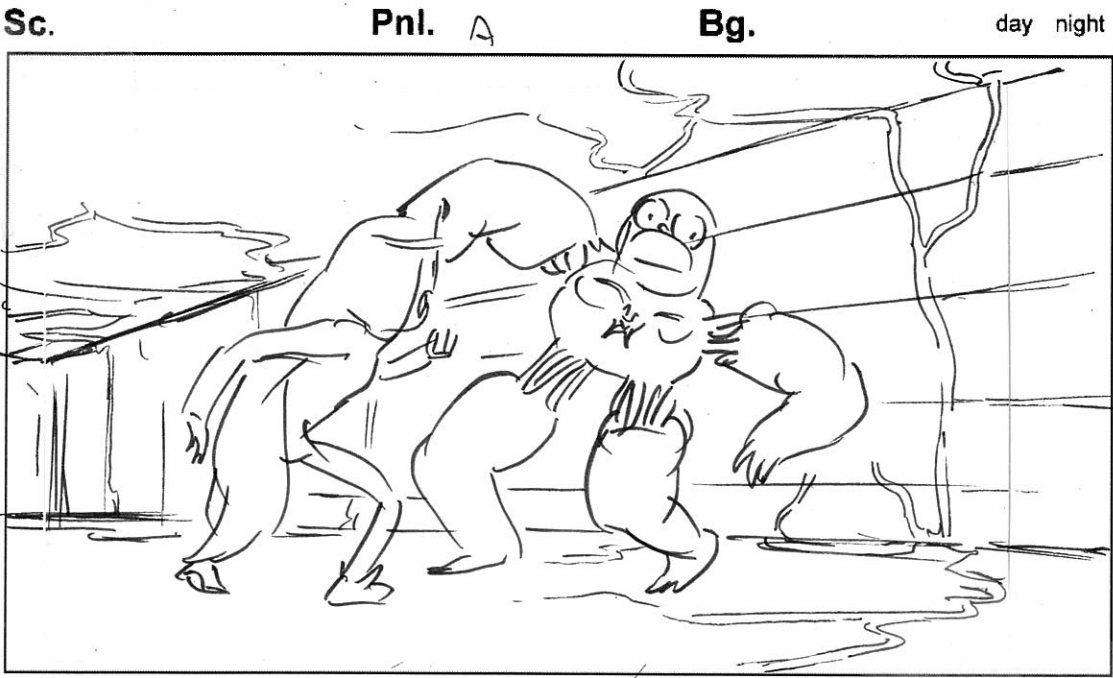
Dialog:	<u>PB</u> : [SHALLOW BREATHING]	
Action:	PB FREAKED OUT, SWEATING	PB PULLS HER HAND BACK IN
Timing:		

100898

EPISODE #

Production :

ADVENTURE TIME



Dialog:

Action: PB SEES R REEL BACK FROM PUNCH

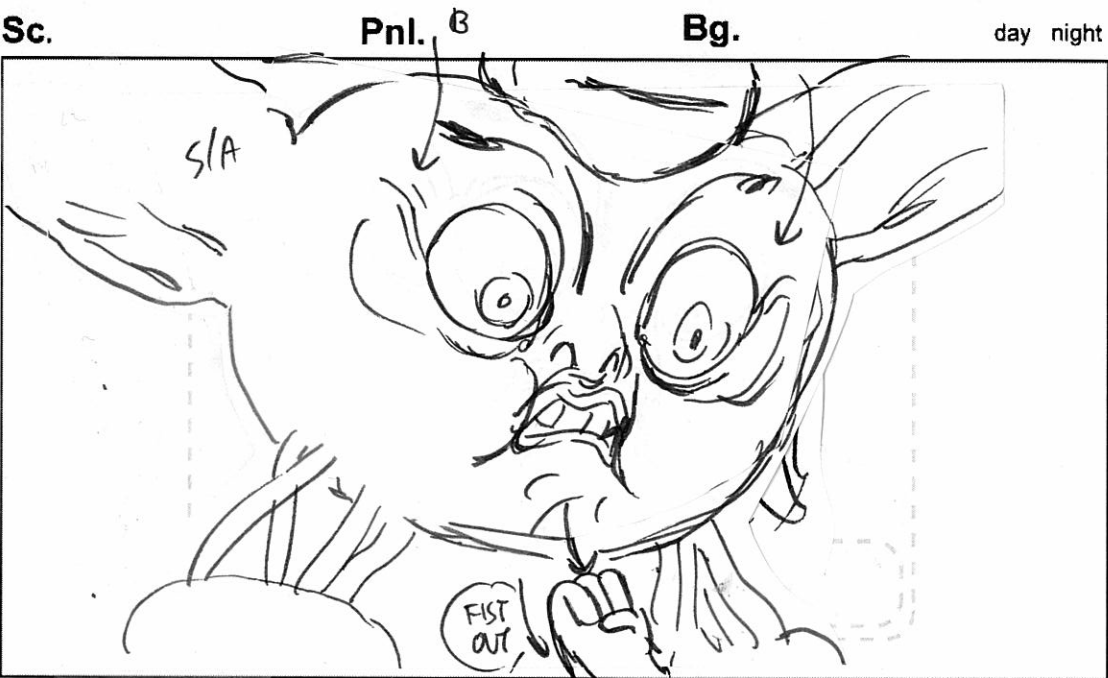
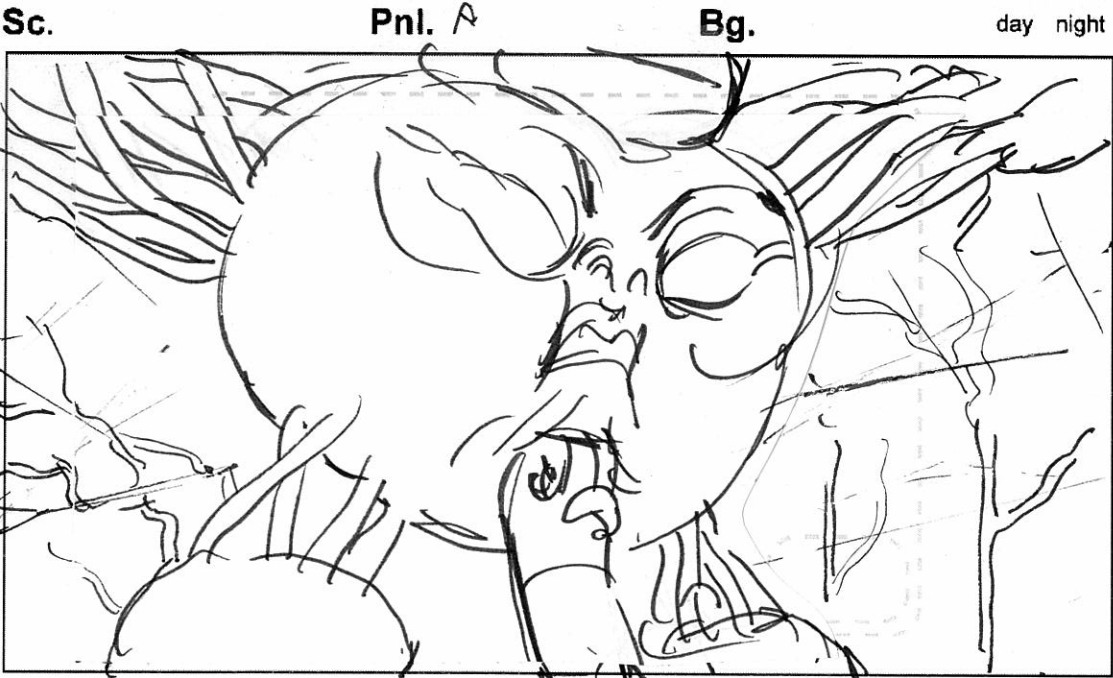
Timing:



PB + R : [FIGHTING NOISES]
LOTS OF 'EM

PB DARTS TO THE OTHER SIDE OF R
AND UPPERCUTS HIM WHILE HE'S
STILL DISORIENTED

ADVENTURE TIME



Dialog:
Action: <p>R IS <u>FURIOUS</u></p>
Timing:

100898

EPISODE #

Production :

ADVENTURE TIME



Page 107

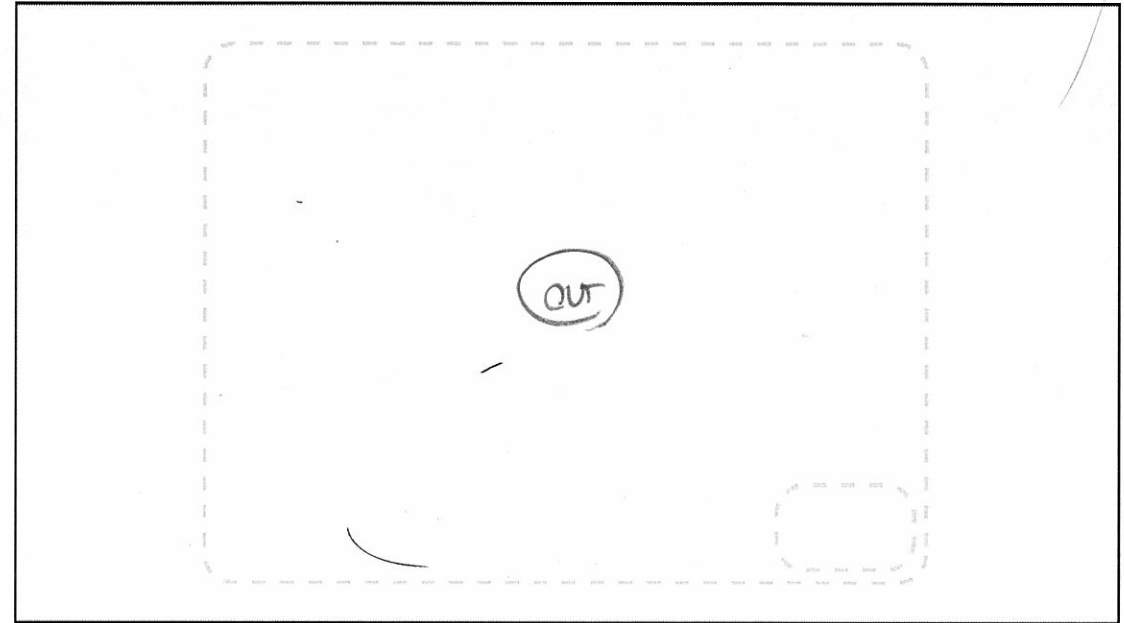


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

R PULLS BACK A FIST, ADJ WITH FIST!

Timing:

100898

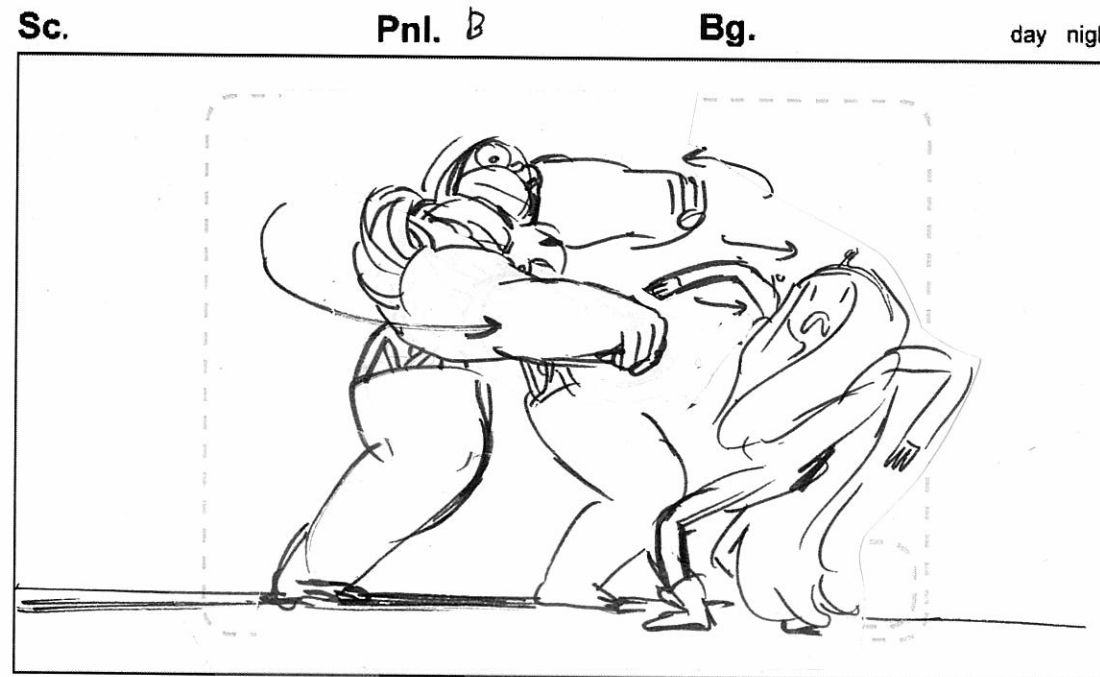
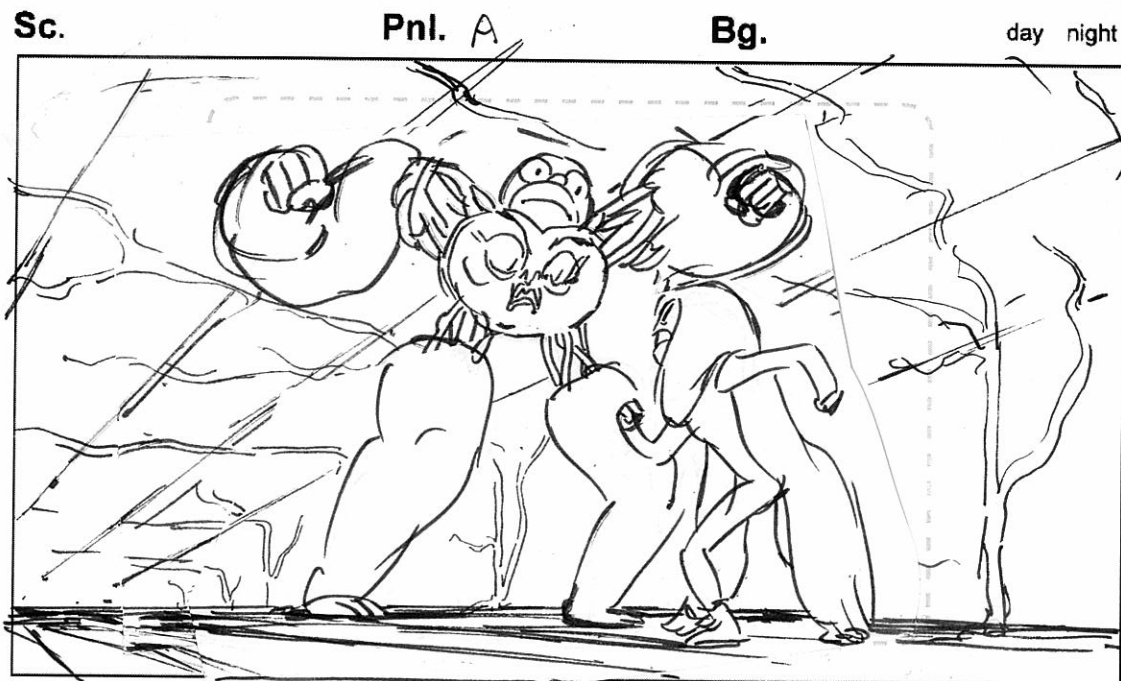
EPISODE #

Production :

ADVENTURE TIME



Page 108



Dialog:	
Action:	R REELS BACK TO THROW A PUNCH R PUNCHES TOWARD PB'S FACE, SHE FRANTICALLY DODGES
Timing:	

EPISODE # 100898
Production :

ADVENTURE TIME

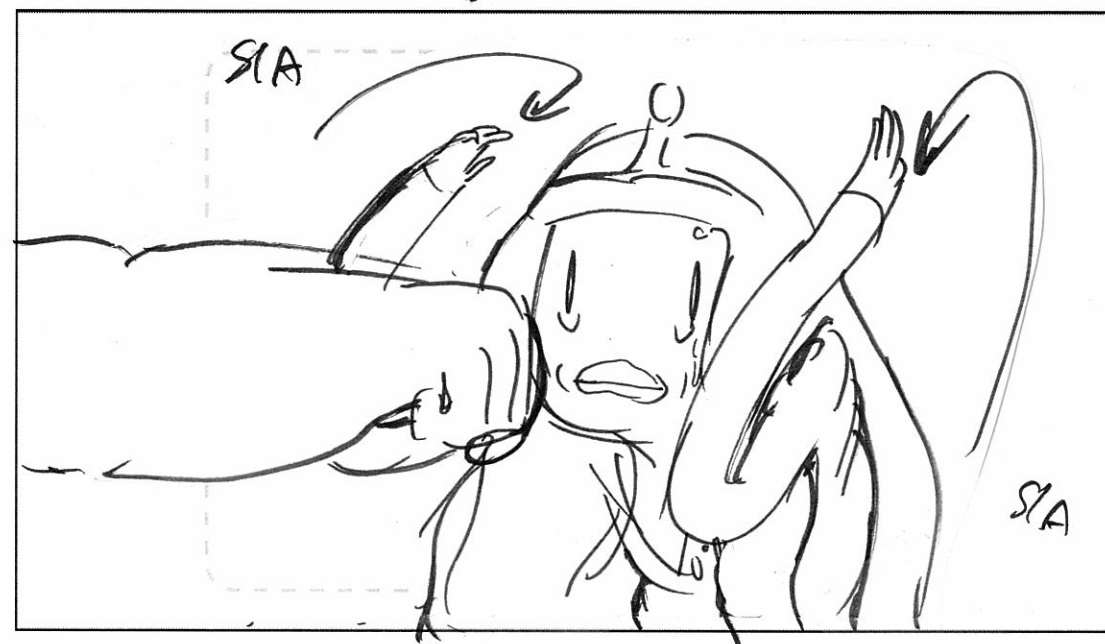


Page 169

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

Action:

MATCH ACTION TO PREVIOUS SHOT,
FIST FINISHES FLYING IN CLOSE TO PB'S FREAKED-OUT
FACE, SHE STARES AT IT

PB PULLS ARMS DOWN STARING AT FIST
(IS GOING TO GRAB IT)

Timing:

900000

EPISODE #

Production :

ADVENTURE TIME



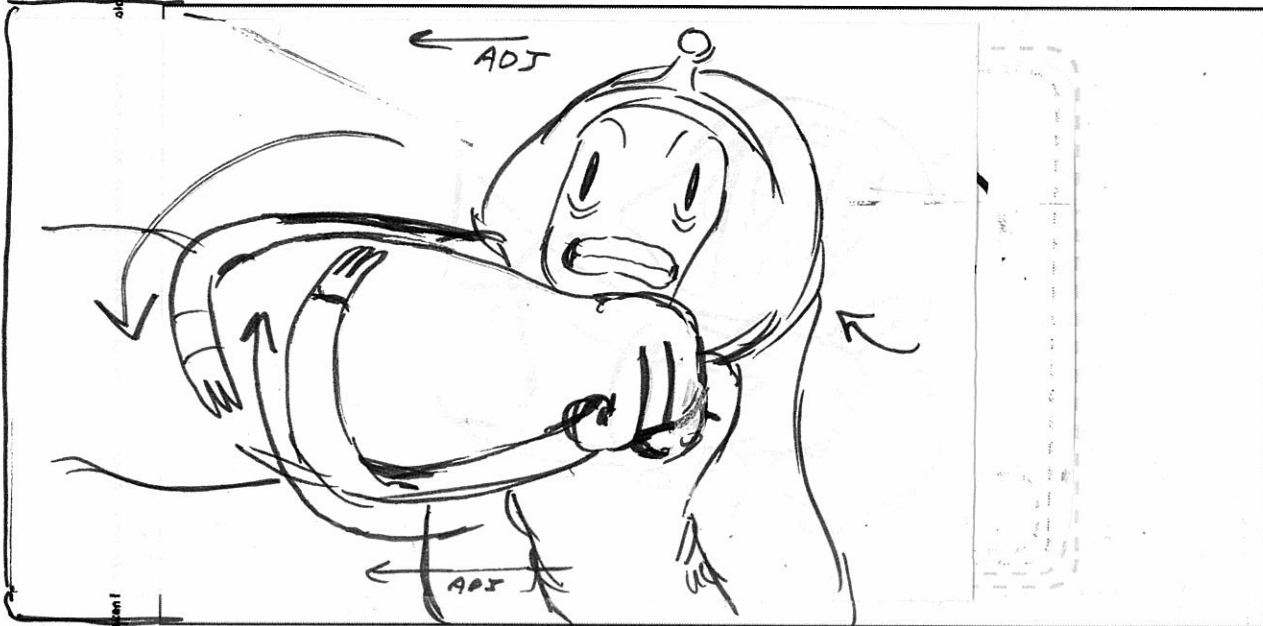
old or transferred.

Sc.

Pnl. C

Bg.

day night

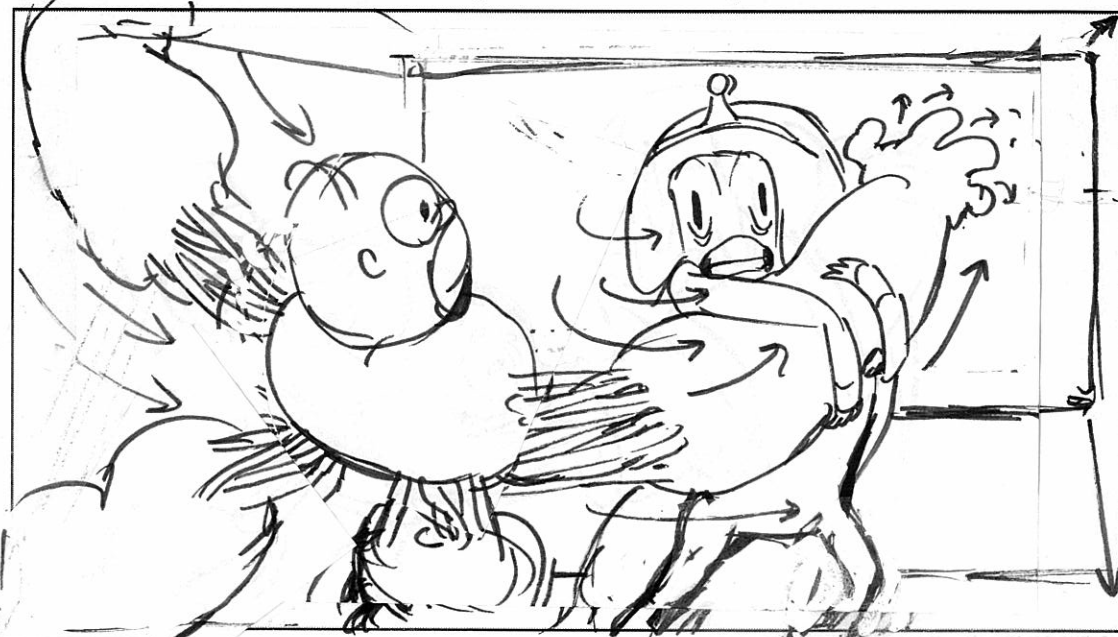


Sc.

Pnl. D

Bg.

day night



Dialog:

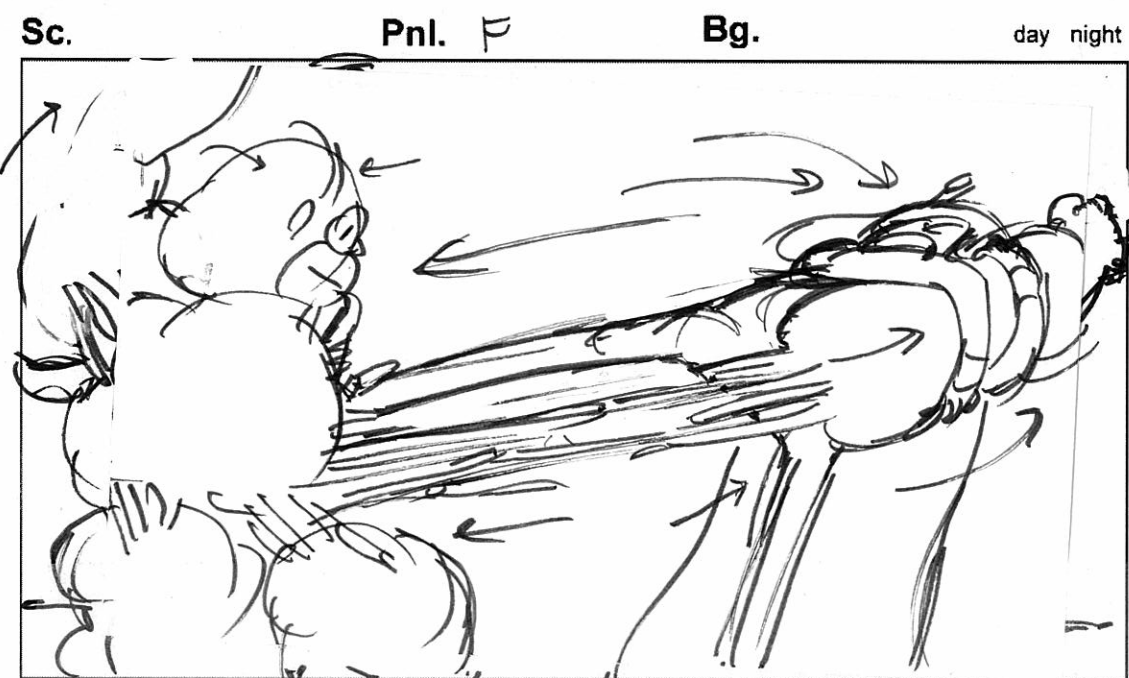
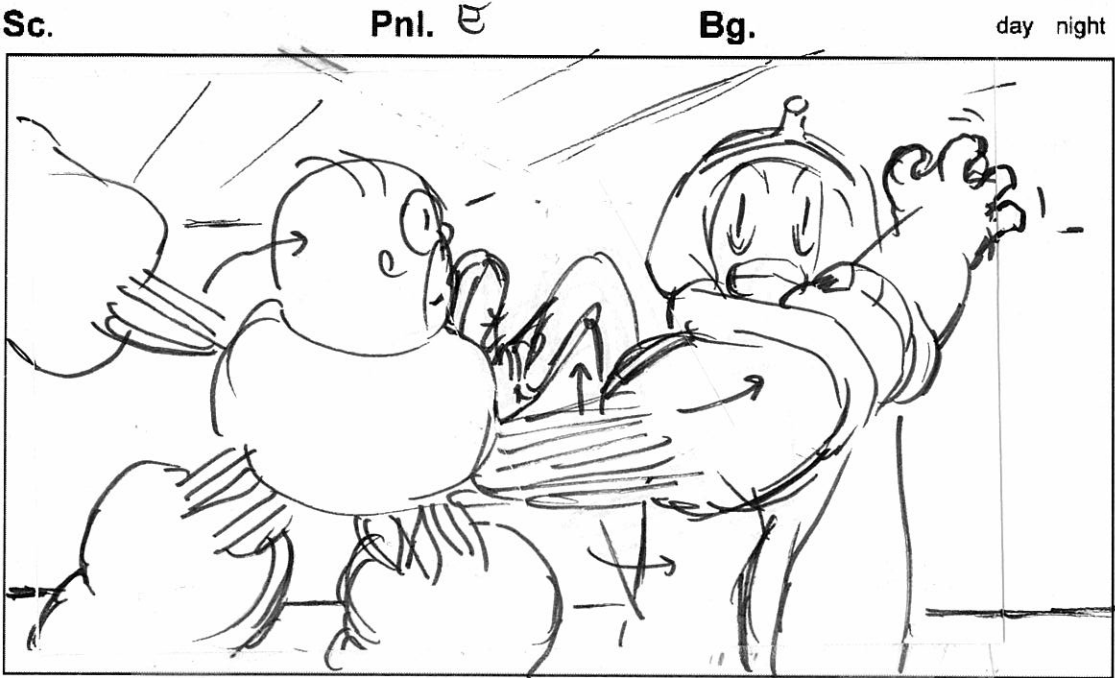
PB : [STRAINING]

Action:

PB GRABS R'S ARM DESPERATELY AND PULLS HARD & SUDDENLY (TRUCK OUT AS R IS PULLED INTO SHOT, OFF BALANCE)

Timing:

ADVENTURE TIME



Dialog:

PB) NNRGH!!!

Action: PB PUTS HER FOOT ON R'S FACE FOR LEVERAGE, THEN PUSHES R'S FACE AND PULLS R'S ARM AS HARD AS SHE CAN

Timing:

EPISODE # 100898

Production :

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ADVENTURE TIME



Page 172

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



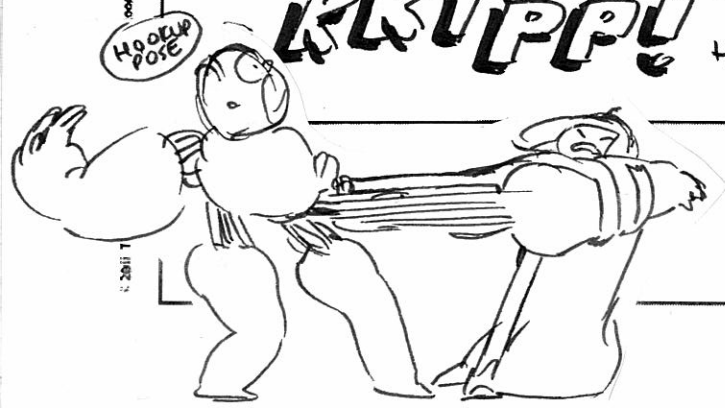
Dialog:

Action:

RRIPPP! PB RIPS OFF ARM
HOMER HEAD FALLS OFF

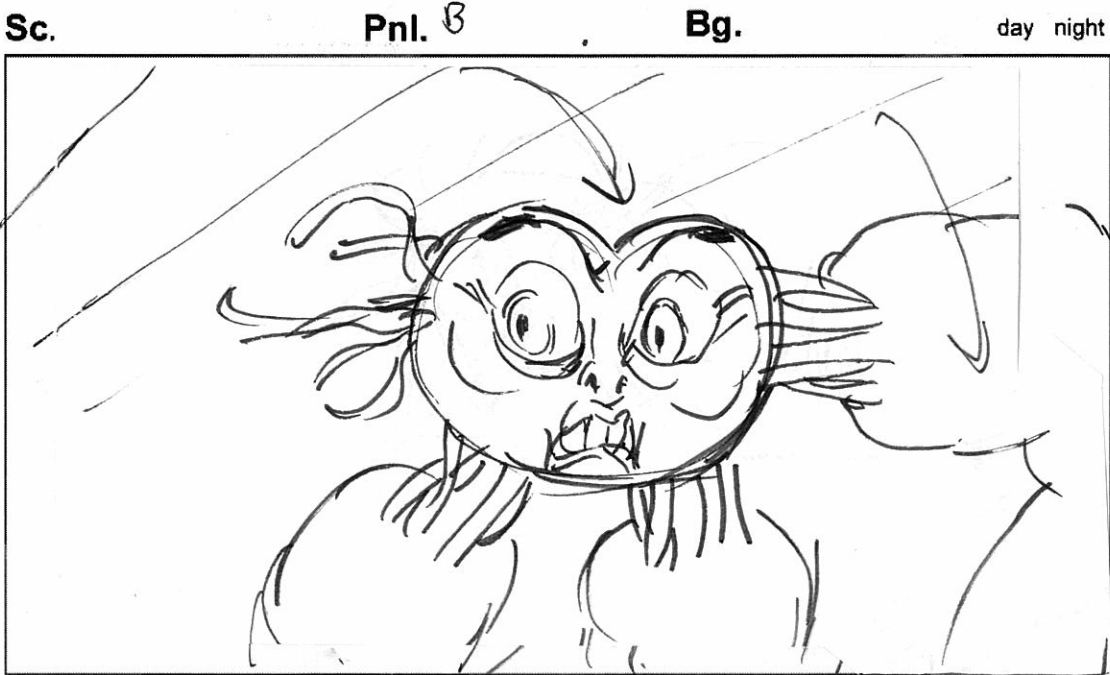
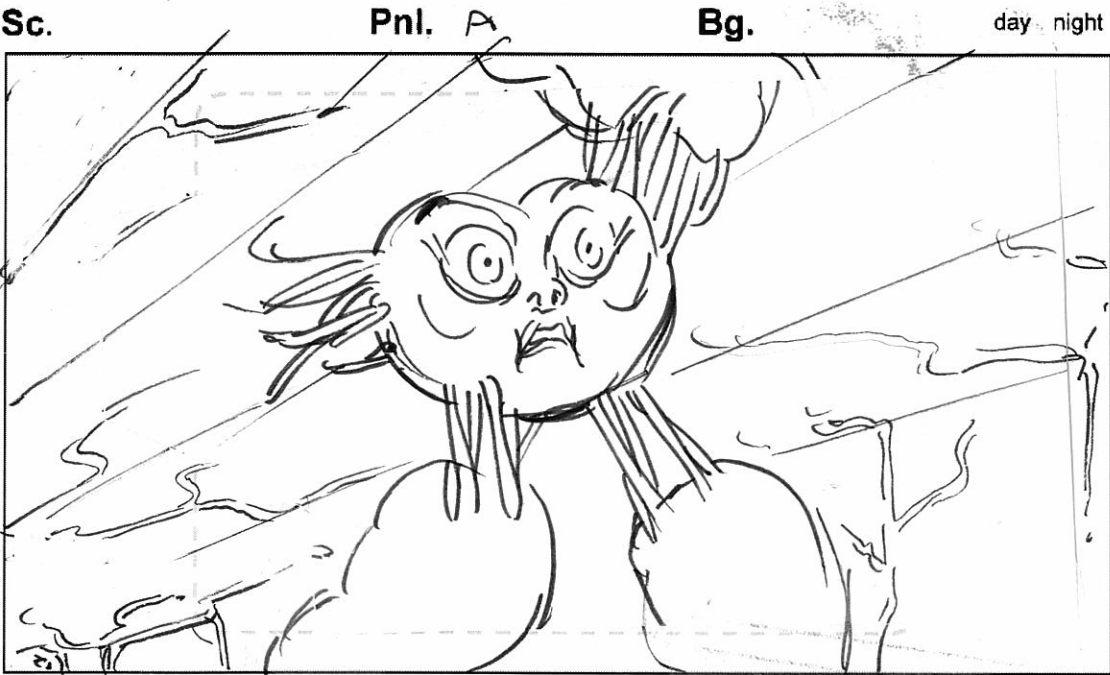


R: OOH!
"WACK!" HOMER HEAD HITS FLOOR IN FOREGROUND & ROLLS



EPISODE # 100898
Production :

ADVENTURE TIME



Dialog:

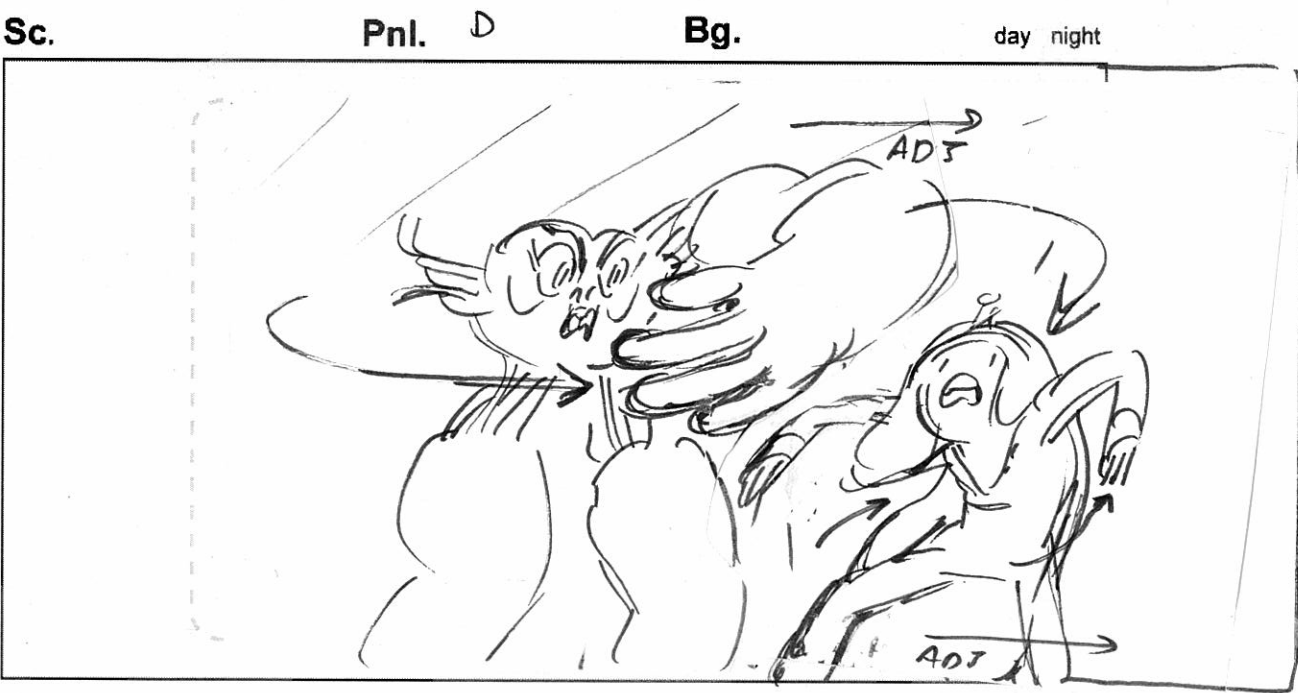
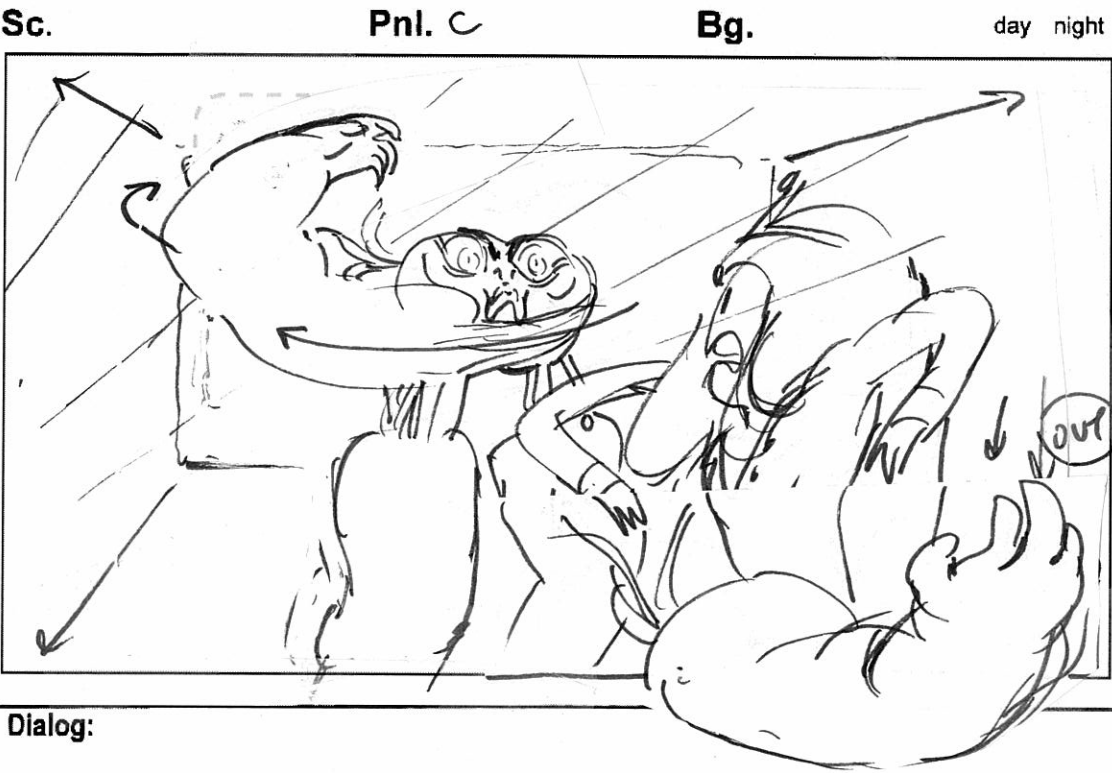
R) GASP!

Action: R OUT OF BALANCE STUMBLES FORWARD, REELS BACK, STARING AT HIS MISSING ARM, THEN AT PB

Timing:

100088 EPISODE #

ADVENTURE TIME



Dialog:

R) RAHH!

Action:

PB DROPS R'S ARM AS HE REARS BACK
PREPARING TO BACKHAND HER

(THUD)
ARM
HITS GROUND
O.S.

R FLINGS HIS REMAINING
ARM OUT TO BACKHAND PB
SHE SWINGS BACKWARDS TO
DODGE

Timing:

ADVENTURE TIME



Page 175

Sc.	Pnl.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
<p>Action:</p> <div style="display: flex; justify-content: space-between;"> <div> <p>AS R IS PULLED OFF BALANCE BY HIS SWINGING ARM PB DASHES BEHIND HIM (OUTRUNNING HIS ARM)</p> </div> <div> <p>PB WHIPS AROUND (ALL ONE CONTINUOUS FRANTIC MOVE) CONTINUING TO OUTFRAN R'S ARM</p> </div> </div>
Timing:

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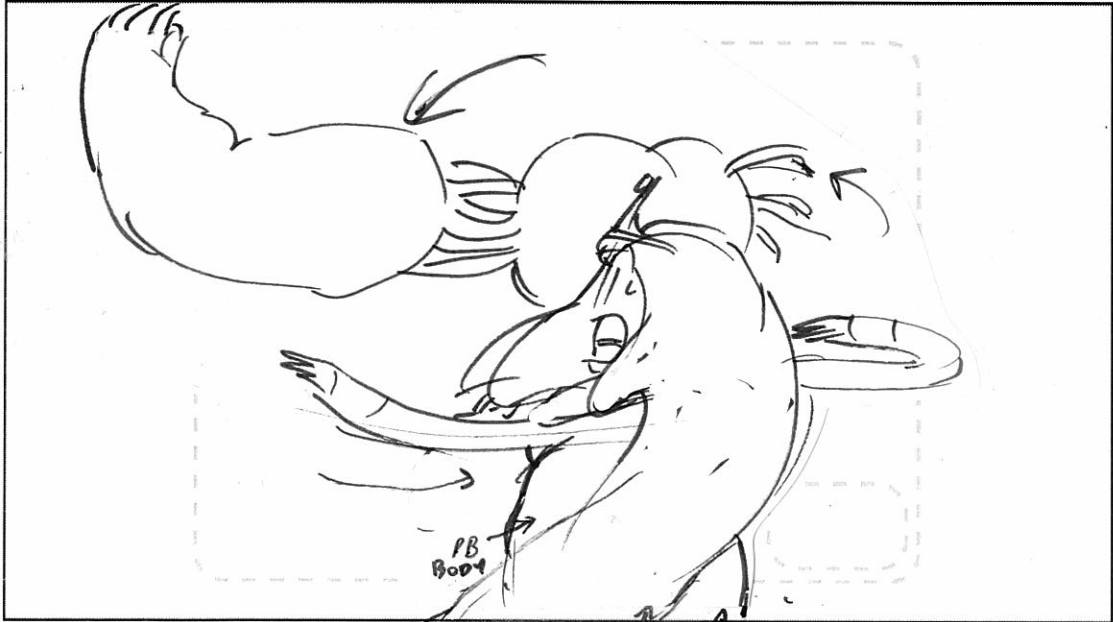
PRODUCTION # 100000

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ADVENTURE TIME



Sc. Pnl. G Bg. day night

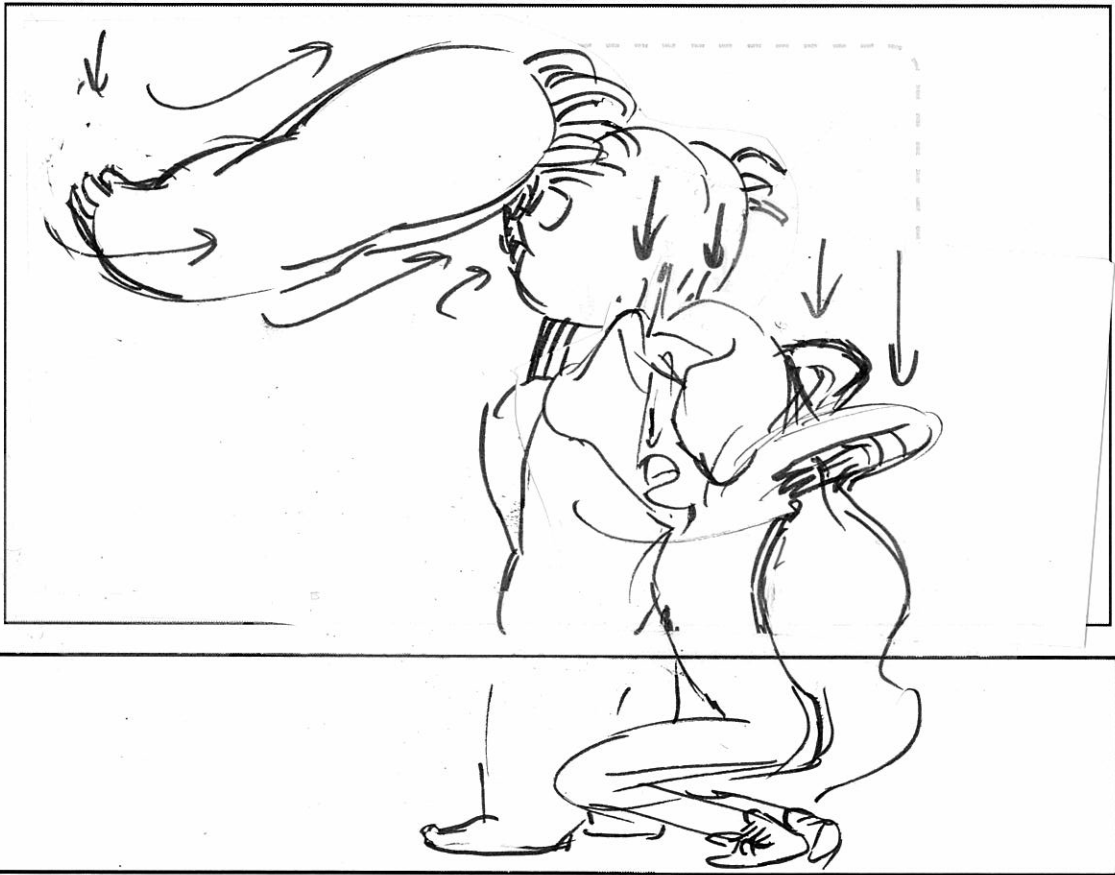


Dialog:

Action:

Timing:

Sc. Pnl. H Bg. day night



Production :
EPISODE # 100898

ADVENTURE TIME



Sc. Bg. day night

Dialog:

Action:

Timing:

Sc. Pnl. Bg. day night

PB: [EXERTION]

- PB GRABS ONE OF RS' HUGE LEGS

- ADJ. DOWN TO PB.

EPISODE # 100898

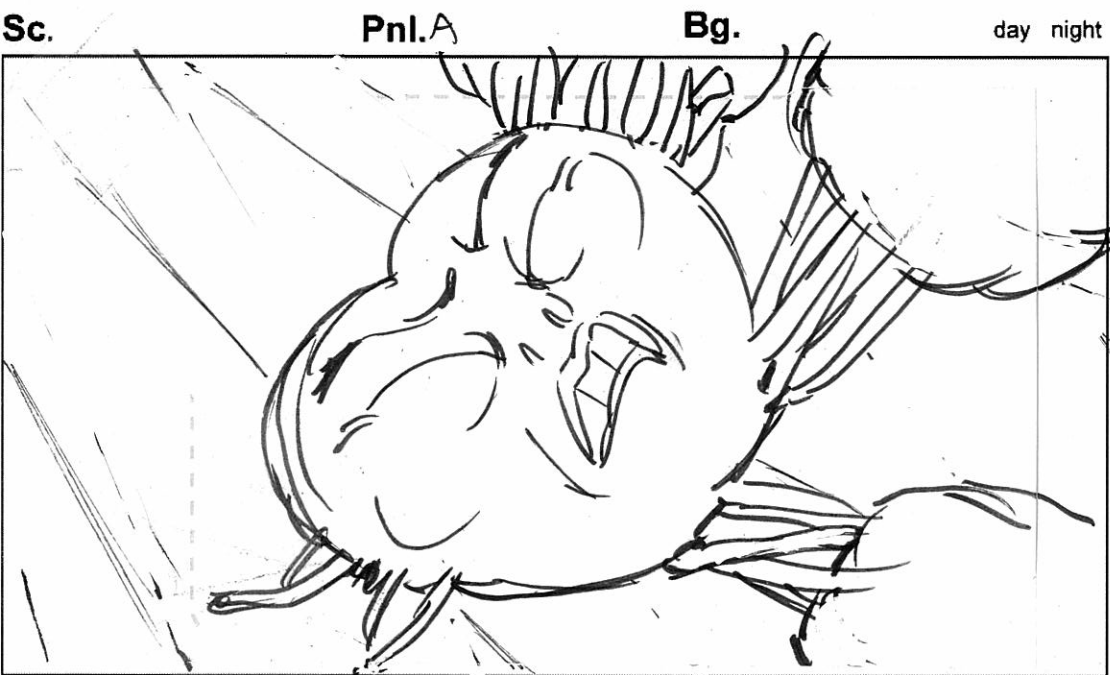
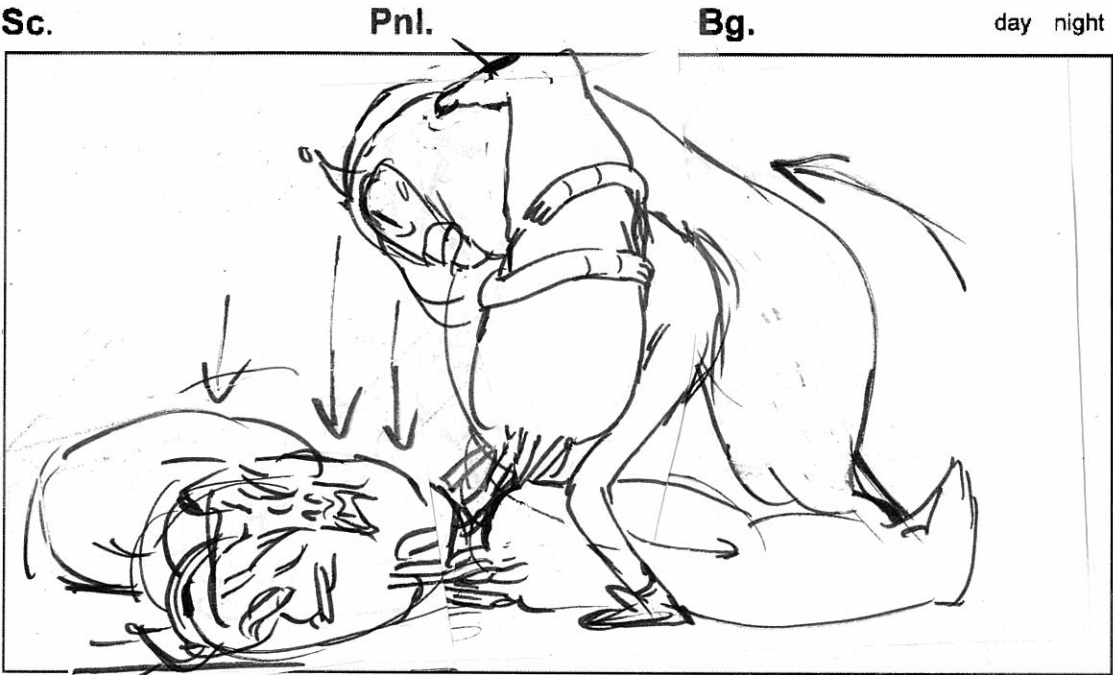
Production :

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ADVENTURE TIME



Page 178



Dialog:

R: (HITNG FLOOR) GUHH!!

Action:

PB PUSHES HER BODY FORWARD LIFTING R'S LEFT LEG IN THE AIR, R SLAMS TO THE GROUND

R ON FLOOR

Timing:

= SLAM! =

EPISODE # 100898

Production :

ADVENTURE TIME



Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. C	Bg.	day night	

Dialog:	<u>R</u> : UHHH...	<u>R</u> : GORF!
Action:	R'S EYES FLY OPEN (NOW HE'S AFRAID)	
Timing:	SLAM PB'S FOOT COMES DOWN HARD ON R'S FACE	

ADVENTURE TIME



Page 180

Sc.

Pnl. D

Bg.

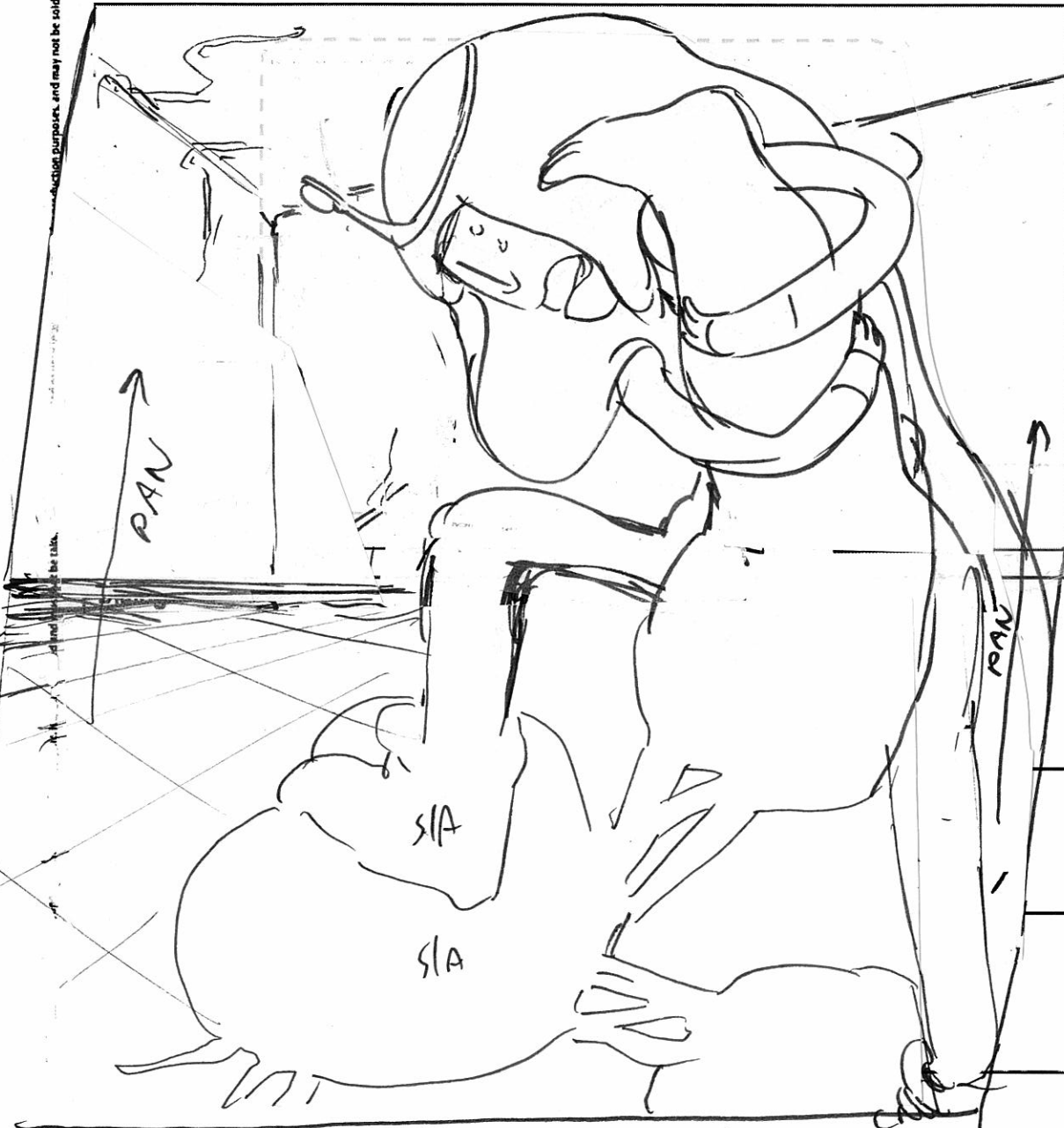
day night

Sc.

Pnl. E

Bg.

day night



PB) YOU THINK WE'RE
INTELLECTUAL EQVALS?!

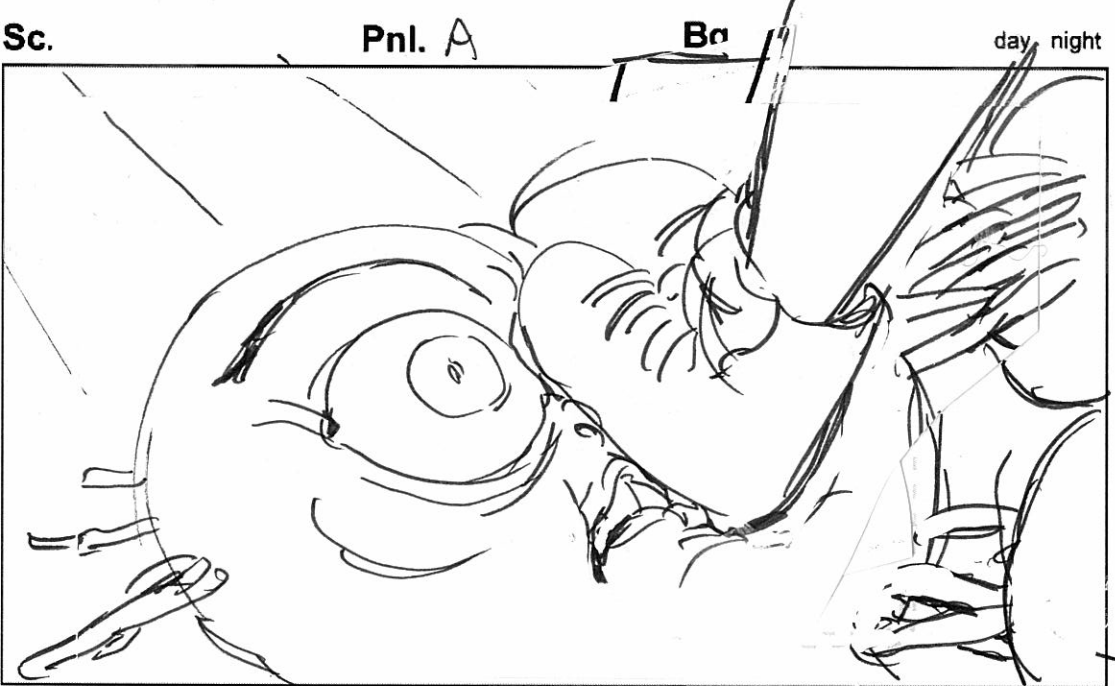
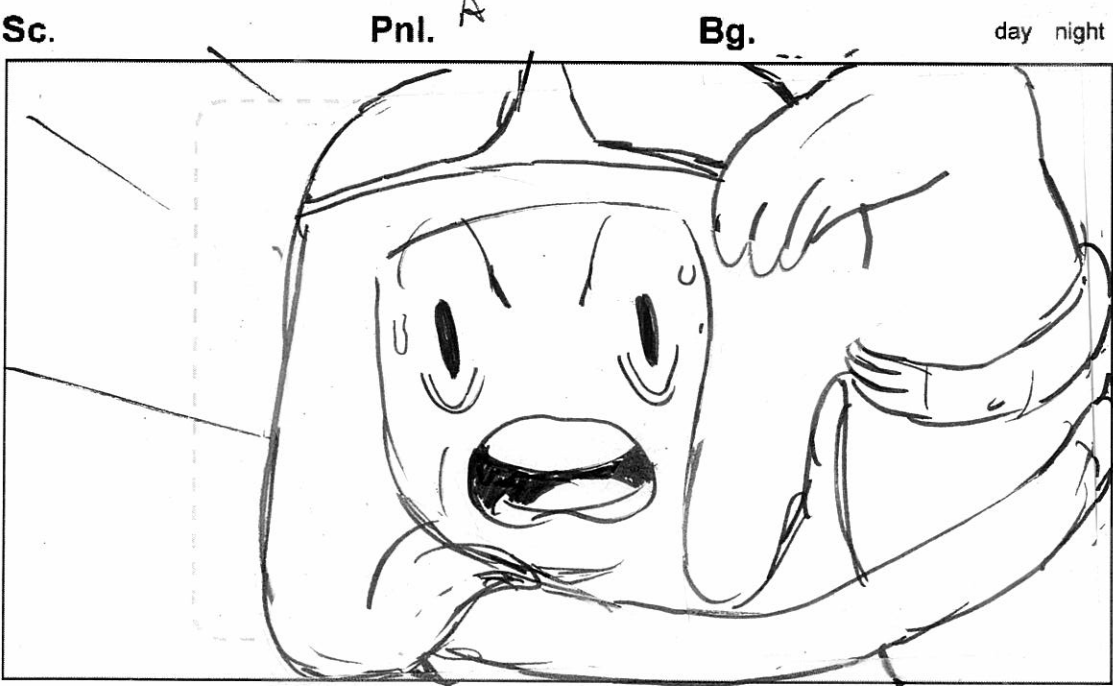
PAN UP TO PB
STILL HOLDING FAST
TO R'S LEG

100898

EPISODE #

Production :

ADVENTURE TIME



Dialog:	PB) IT ONLY TOOK ME SECONDS TO GET YOU OFF <u>YOUR</u> GUARD! (ACT) IT ONLY TOOK ME SECONDS TO INCAPACITATE YOU	PB) AND THIS "BODY" YOU DESIGNED IS SELF CONGRATULATORY GARBAGE!
Action:		
Timing:		

100898

EPISODE #

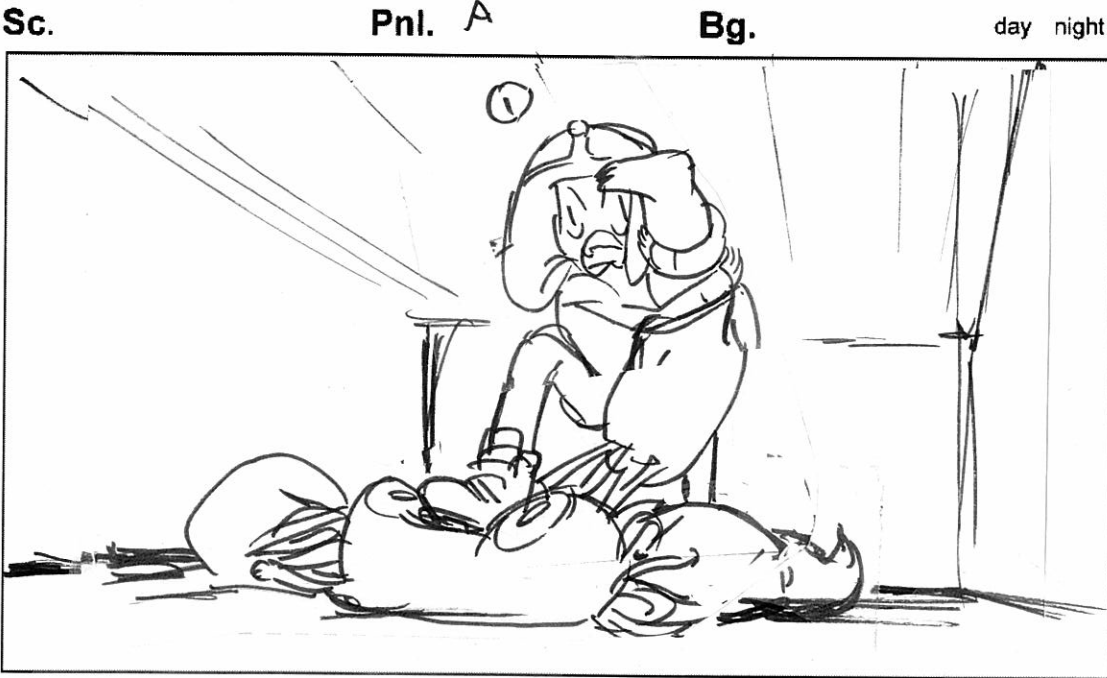
Production :

ADVENTURE TIME



B

182



Dialog:
PB) SEE,
I KNOW A THING OR TWO
ABOUT BUILDING A BODY OUT
OF BIOMASS ...

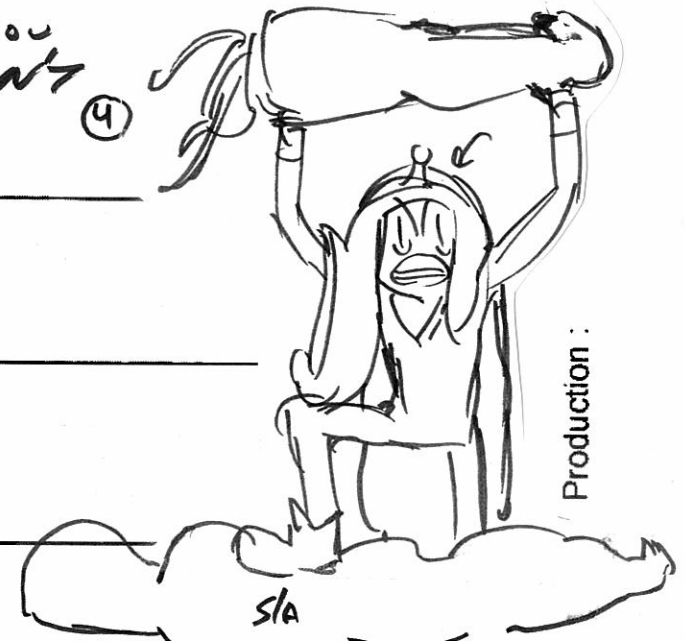
Action:

Timing:



PB) AND YOU
DON'T

- PB RIPS OFF
RICARDIO'S LEG



EPISODE #

Production :

100898

ADVENTURE TIME



Sc.	Pnl. <u>C</u>	Bg.	day night	Sc.	Pnl. <u>D</u>	Bg.	day night	

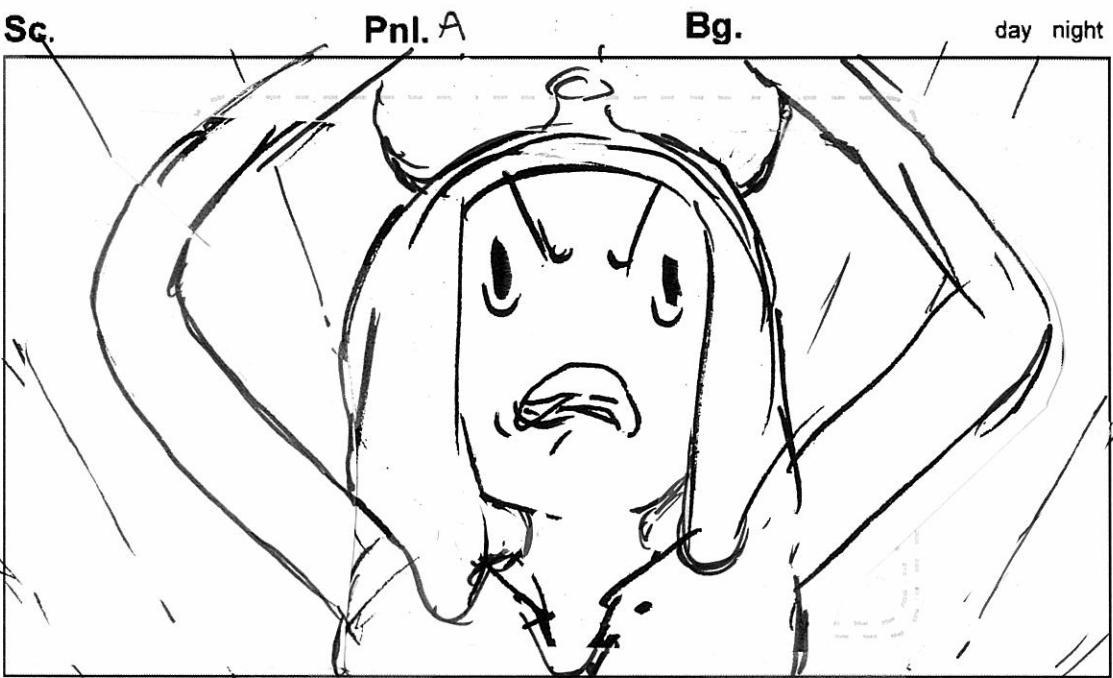
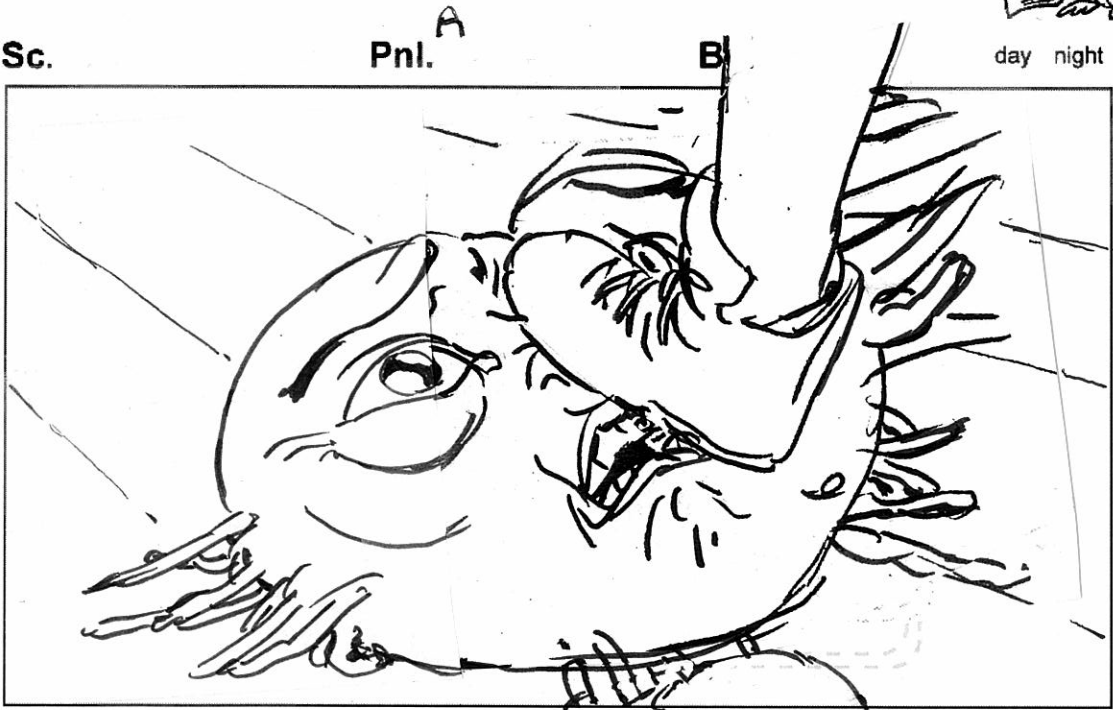
Dialog:	<p>PB) LEAVE YOUR <u>HEART</u> EXPOSED!</p>
Action:	<p>- PB SPINS LEG ABOVE HER HEAD</p>
Timing:	

EPISODE # 100898

Production :

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ADVENTURE TIME





Dialog:	R) ~ I JUST WANTED TO IMPRESS YOU	PB) YOU DIDN'T.
Action:	R'S EYES QUAKE W/ TEARS	PB HOLDING LEG HIGH OVER HEAD
Timing:		

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ADVENTURE TIME



Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. A	Bg.	day night
							

Dialog:	<p>PB : RRRRR</p>
Action:	<p>- PB REARS BACK</p>
Timing:	

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Production :

ADVENTURE TIME



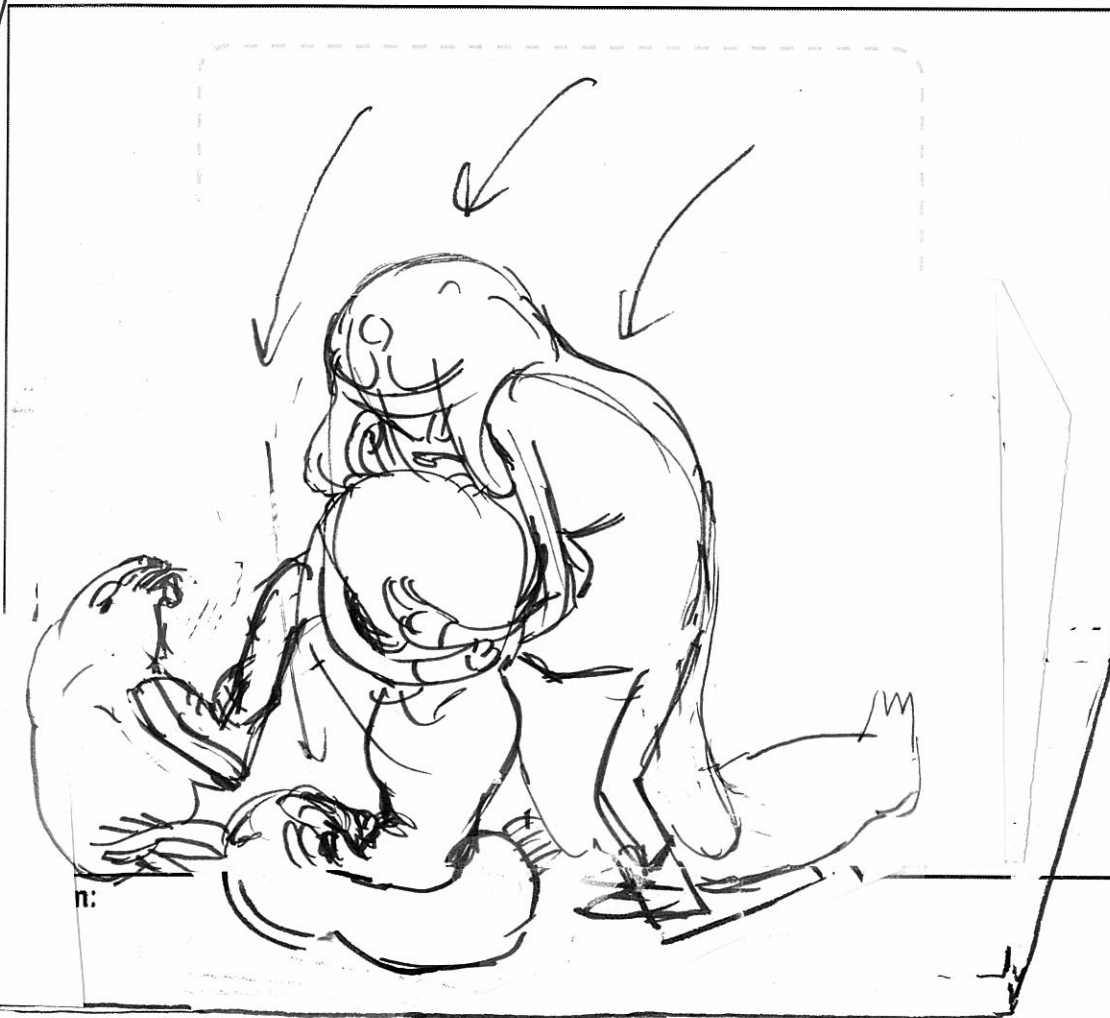
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Sc.

Pnl. B

Bg.

day night



n:

Sc.

Pnl. C

Bg.

night



SFX: *FWAAM *

-PB SLAMS RICARDIO'S LEG DOWN ON HIS FACE.

Timing:

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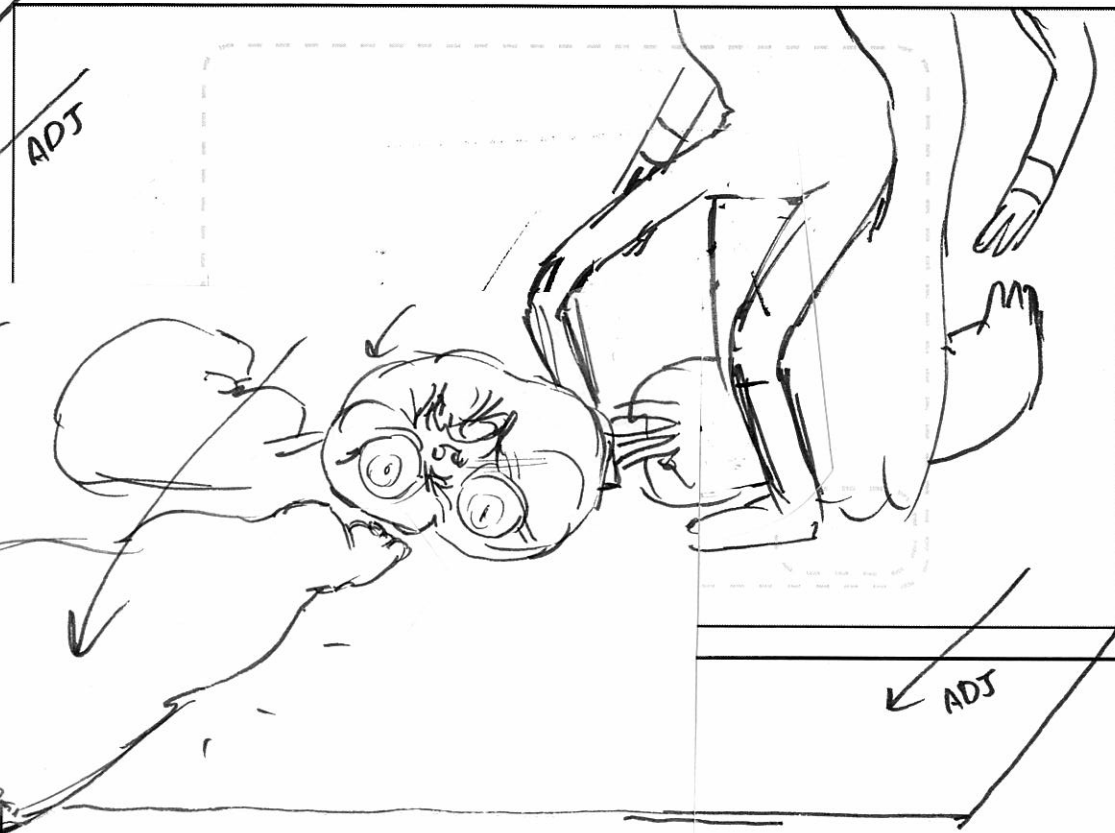
186

ADVENTURE TIME



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Sc. Pnl. D Bg. day night



Sc. Pnl. A Bg. day night



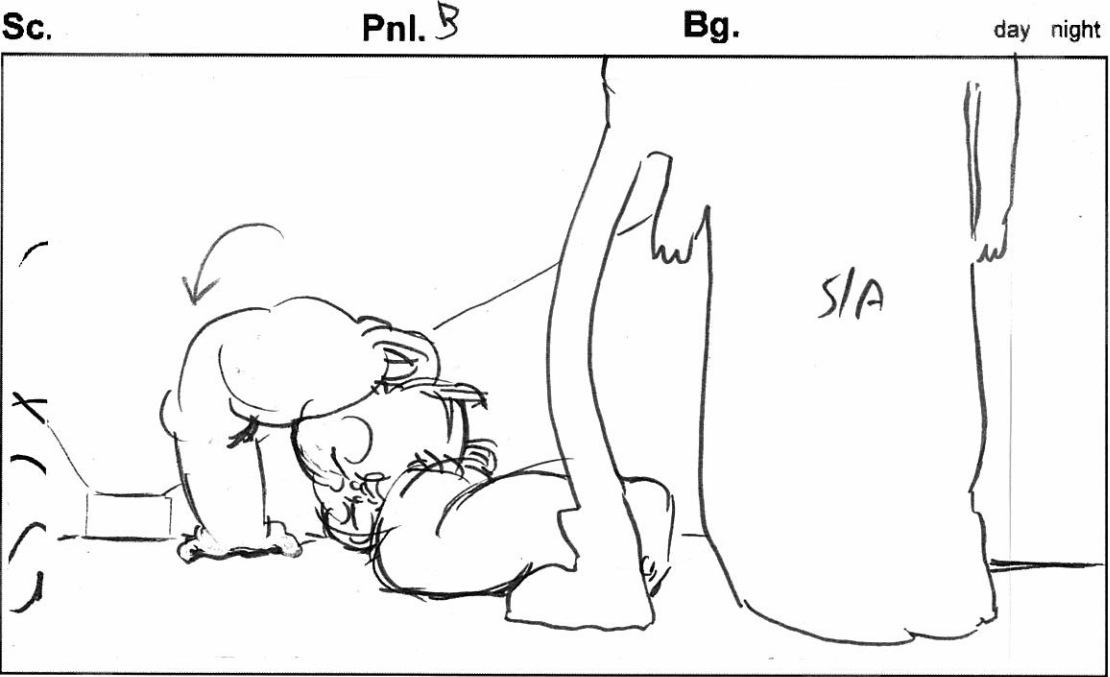
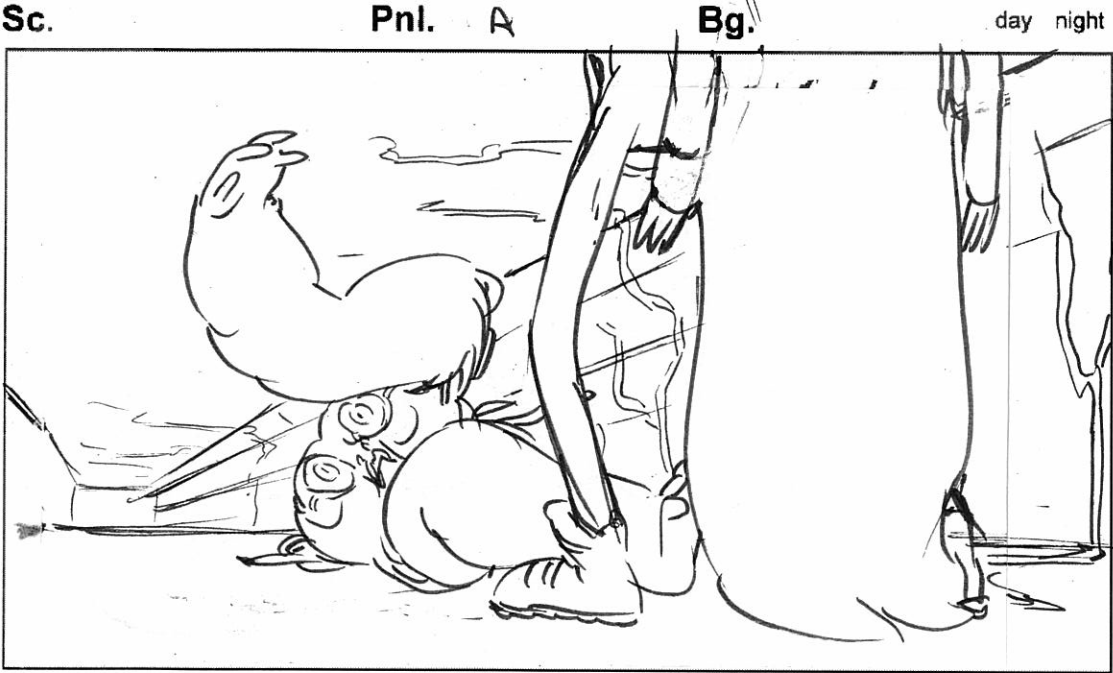
PB) GET OUT OF MY SIGHT

Action: **SLAP** FRESH LEG HITS THE GROUND
R DAZED + DEFEATED

Timing:

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ADVENTURE TIME



Dialog:	R; [FRANTIC PATHETIC SOUNDS]
Action:	R ROLLS TO GET HIS REMAINING HAND ON THE GROUND, HE GETS A GRIP WITH HAND+ FOOT
Timing:	

ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

Dialog:

Action: R PULLS HIMSELF FRANTICALLY AWAY FROM PB (CUMSILY WITH ONLY 1 ARM) ^{7 (HIS HEART-FACE)} HE FLOPS DOWN **'SMACK'** WHEN HE PICKS HIS ARM UP,

Timing:

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ADVENTURE TIME



Sc.	Pnl. E	Bg.	day night	Sc.	Pnl. F	Bg.	day night
		S/A				S/A	

Dialog:	
Action: HE MOVES HIS ARM FORWARD (LIKE A WALK) WALKS NOW DRAGGING HIS FACE ON THE GROUND (WHEN HIS HAND HITS DOWN PAUSE A MOMENT FOR WEIGHT AS HE DRAGS)	R VANISHES INTO THE DARKNESS AS HE DRAGS HIMSELF AWAY
Timing:	

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

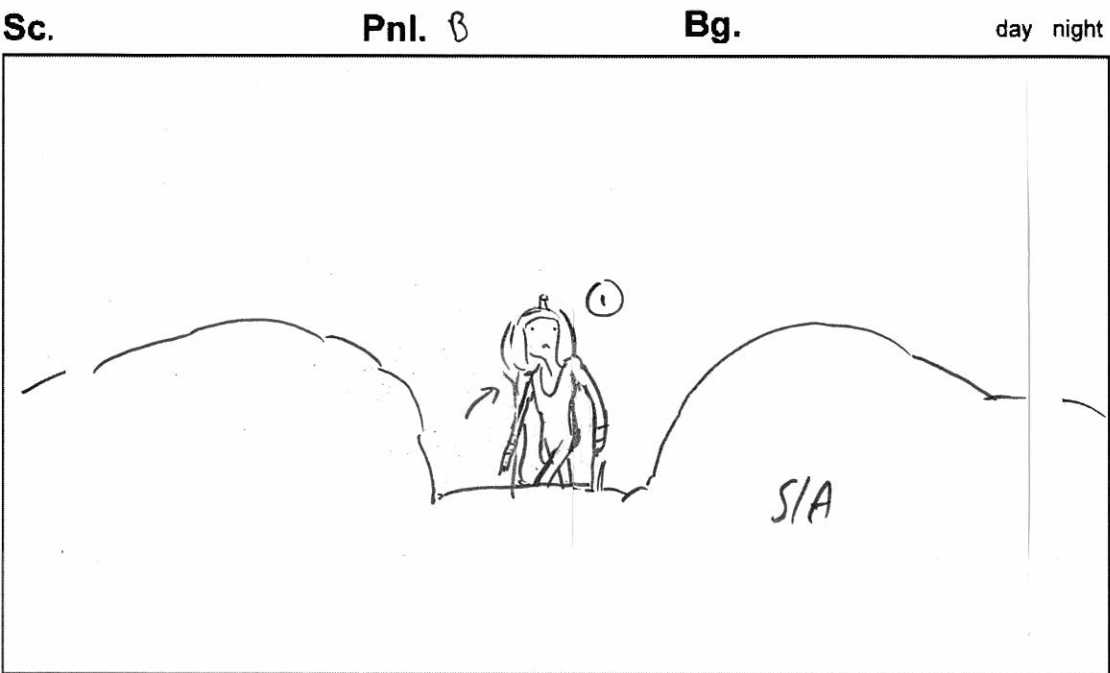
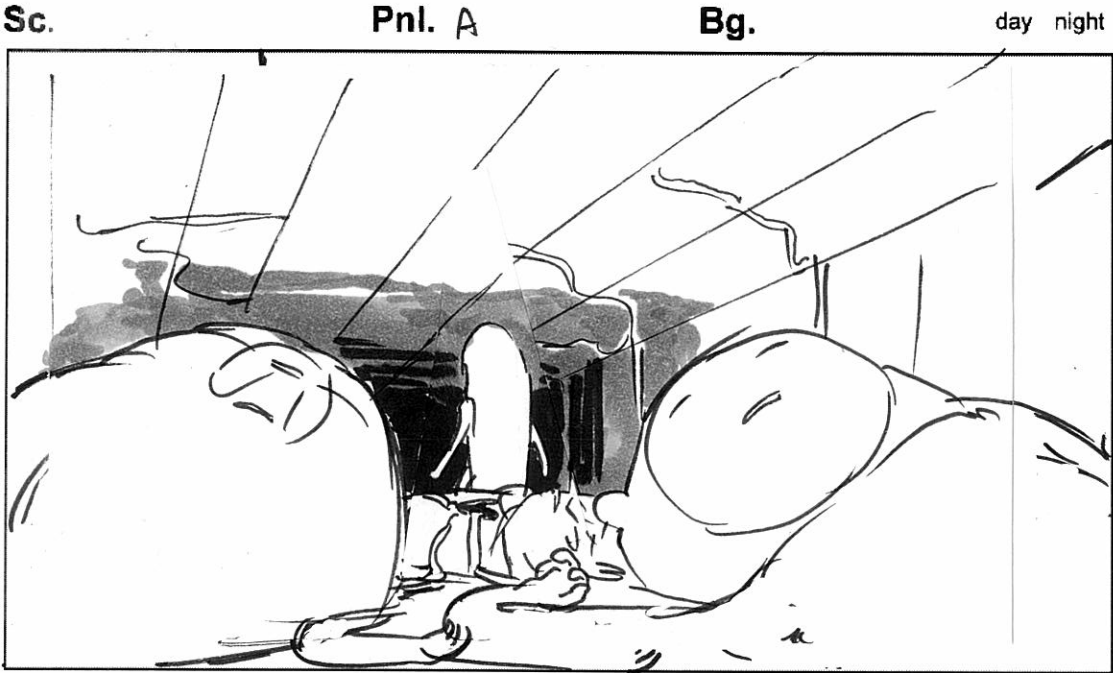
Sc. Pnl. Bg. day night

Dialog: PB: [HEAVY BREATHING]

Action:

Timing:

ADVENTURE TIME



Dialog:

F+J: [WEAK BREATHING]

Action:

— PB TURNS TO LOOK AT F&J

Timing:

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EPISODE #
Production :

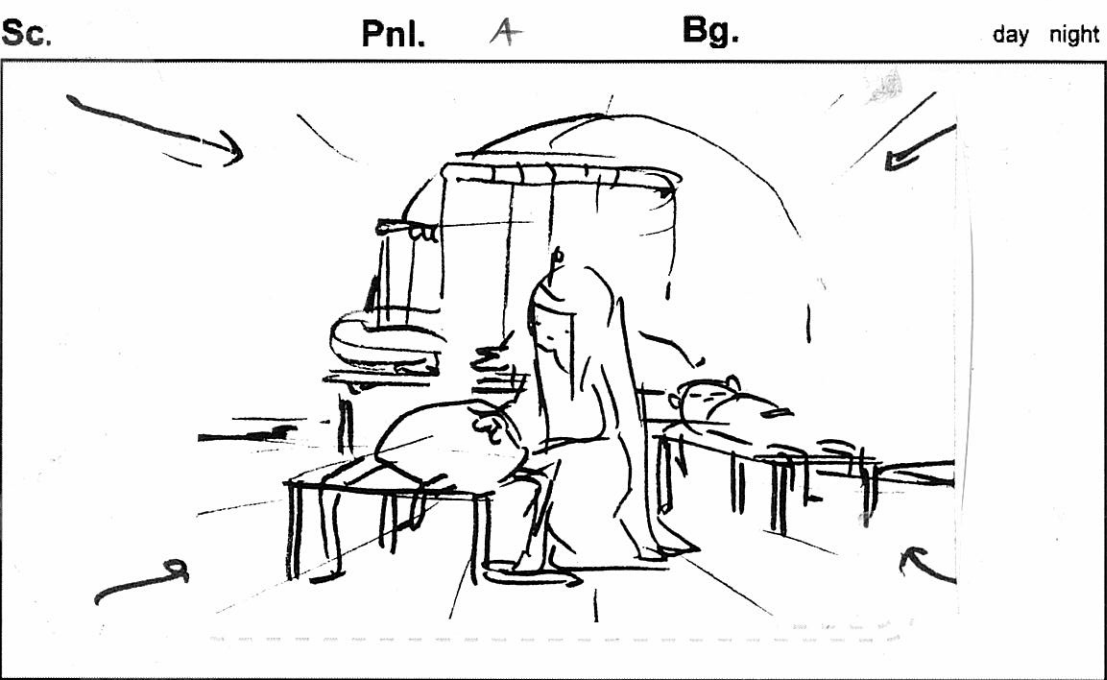
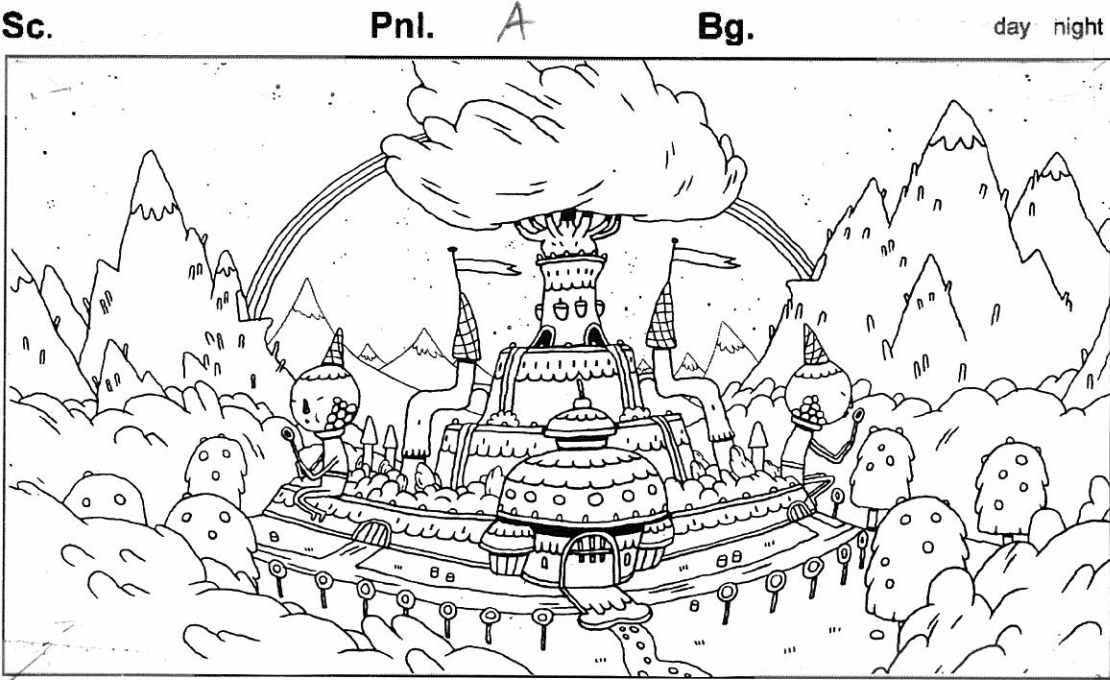
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ADVENTURE TIME



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Dialog:
Action: - EXT. CANDY KINGDOM. - INT. INFIRMARY - PUSH IN ON PB + JAKE.
Timing:

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ADVENTURE TIME



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Page 195

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	① [STIRRING] F) ② PRINCESS?	F) PRINCESS! RICARDIO IS BACK! HE'S IN THE BLACK ICE —
Action:	- FINN WAKES UP.	- FINN SITS UPRIGHT
Timing:	①	

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Production :

ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:	PB) I KNOW! AND HE POISONED YOU BOTH WITH ZANOITS.	PB) BUT I TOOK CARE OF IT.
Action:		
Timing:		

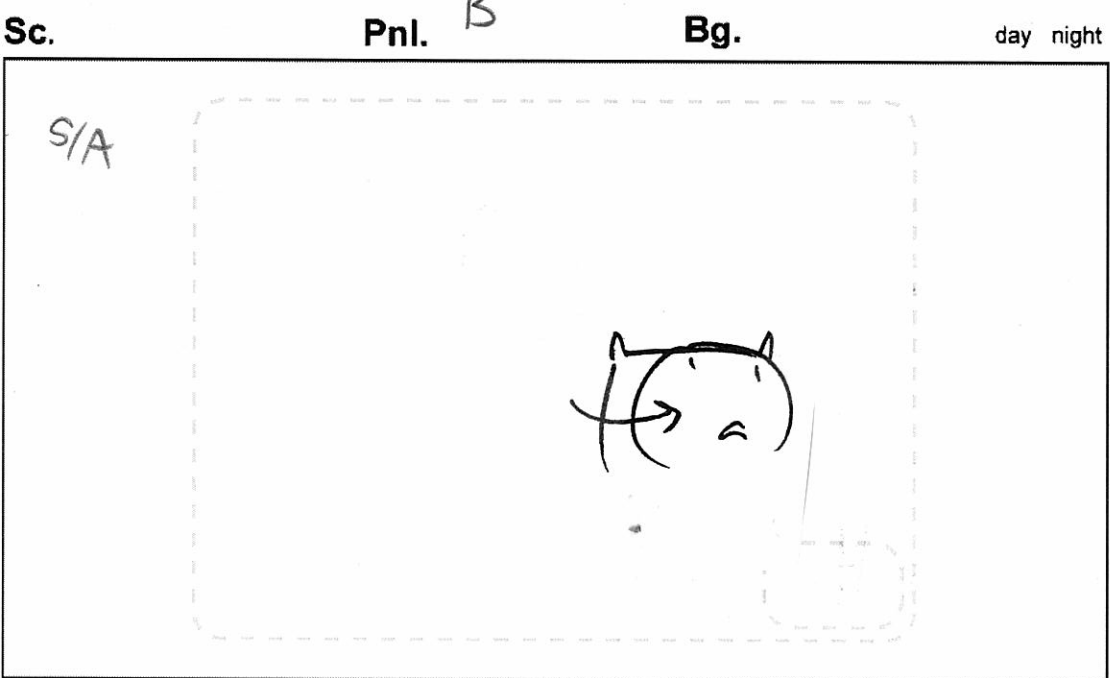
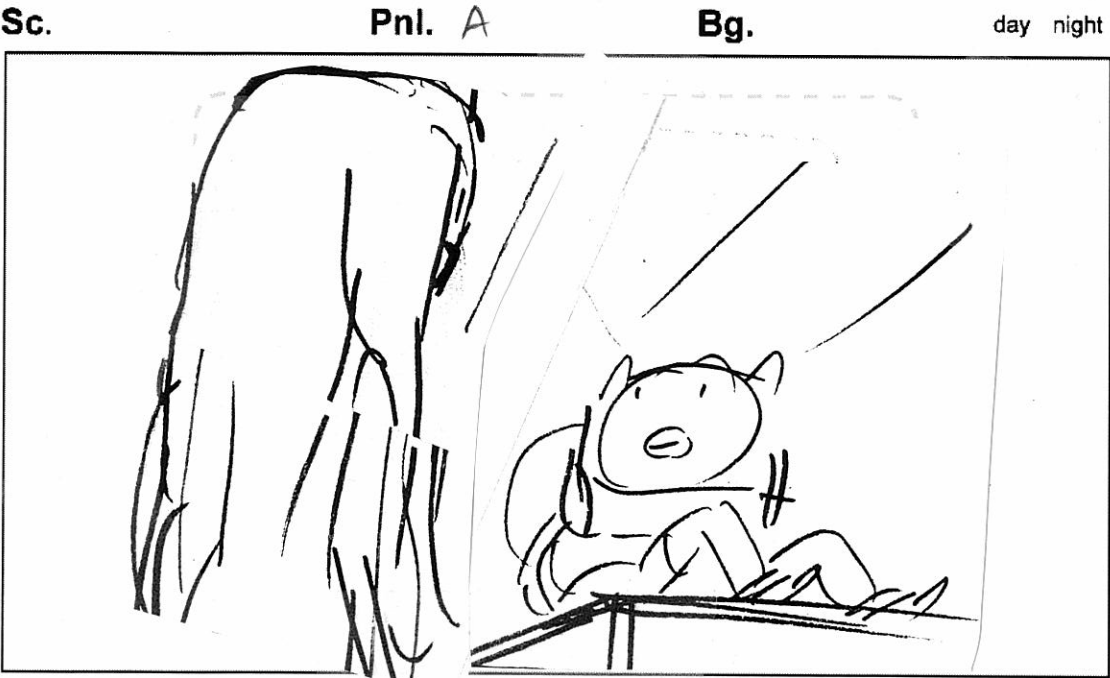
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ADVENTURE TIME



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Dialog:	F) WHAT HAPPENED? HOW DID...	F) WE GET HERE?
Action:		
Timing:		

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Production :

ADVENTURE TIME



D

Pane

198

Sc. Pnl. C Bg. day night

Sc. F

EPIS

Dialog:	PB) I DRAGGED YOU ^{ALL} HERE	PB) ON LADY'S BACK
Action:	- PB BENDS DOWN TOWARDS JAKE - ADJ W/ ACTION	
Timing:		

Production : 100898

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ADVENTURE TIME



Page 199

Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	PB) IT TOOK TWO DAYS!	PB) AND ANOTHER DAY TO MAKE YOU GUYS AN ANTIDOTE
Action:		
Timing:		

EPISODE # 100898
Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	IK PB) AND TO BUILD THE ICE KING A NEW HEART. IK) HEY FINN.
Action:	- PB WALKS OVER TO ICE KING. - ADJ. W/ ACTION
Timing:	

100898

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

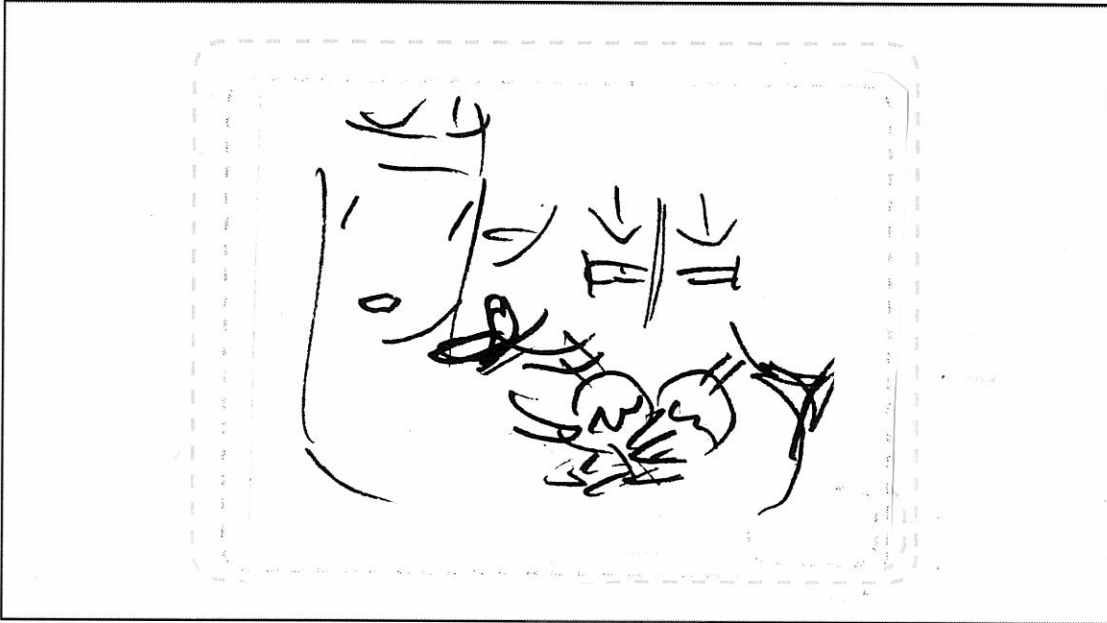
Dialog:	
IK: HEE HEE	
Action:	
- PB GRABS ICE KING'S BEARD	- PB PUSHES APART ICE KING'S BEARD.
Timing:	

EPISODE # 100898
Production :

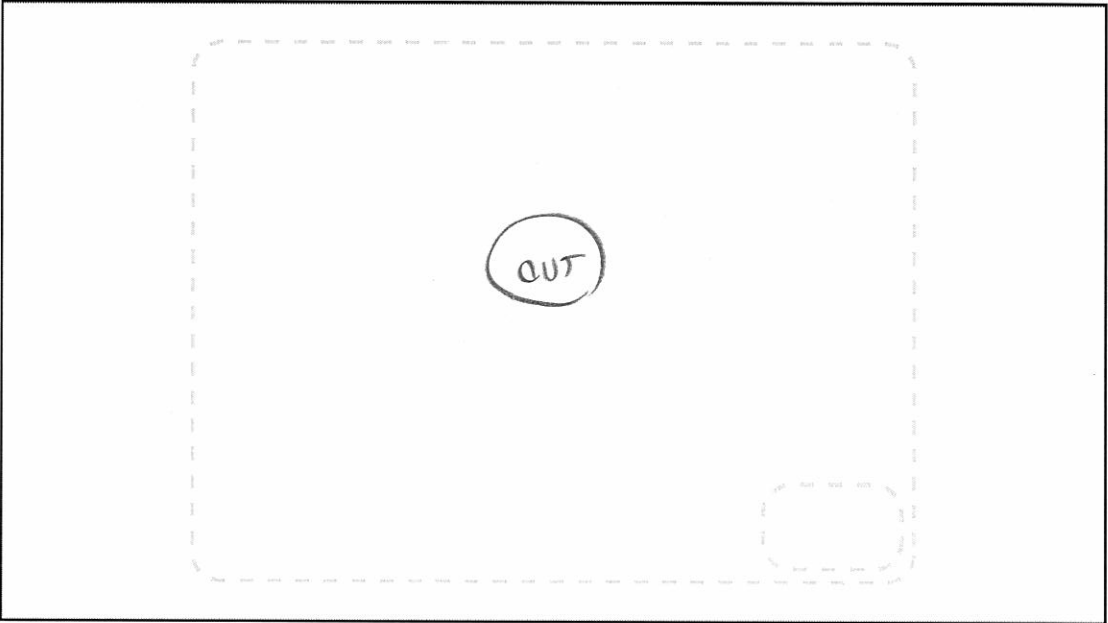
ADVENTURE TIME



Sc. Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

PB) I MADE IT OUT OF RICARDIOS
SINEWS, AND SOME TOFFEE,
AND MARACAS

Action:

Timing:

EPISODE # 100898
Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	<u>IK:</u> HA-HA!	<u>SFX:</u> * SHOOKA - SHOOKA *
Action:	- ICE KING JUMPS UP ON BED.	- ICE KING SHAKES HIS HEAD/MARACAS
Timing:		

EPISODE # 100898

Production :

ADVENTURE TIME



Sc. Pnl. C Bg. day night

S1A

Sc. Pnl. D Bg. day night

S1A

Dialog:	PB) I'M GLAD YOU GUYS ARE UP. PLEASE MAKE THE ICE KING LEAVE.	PB) ICE KING! PLEASE LEAVE!
Action:		
Timing:		

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ADVENTURE TIME



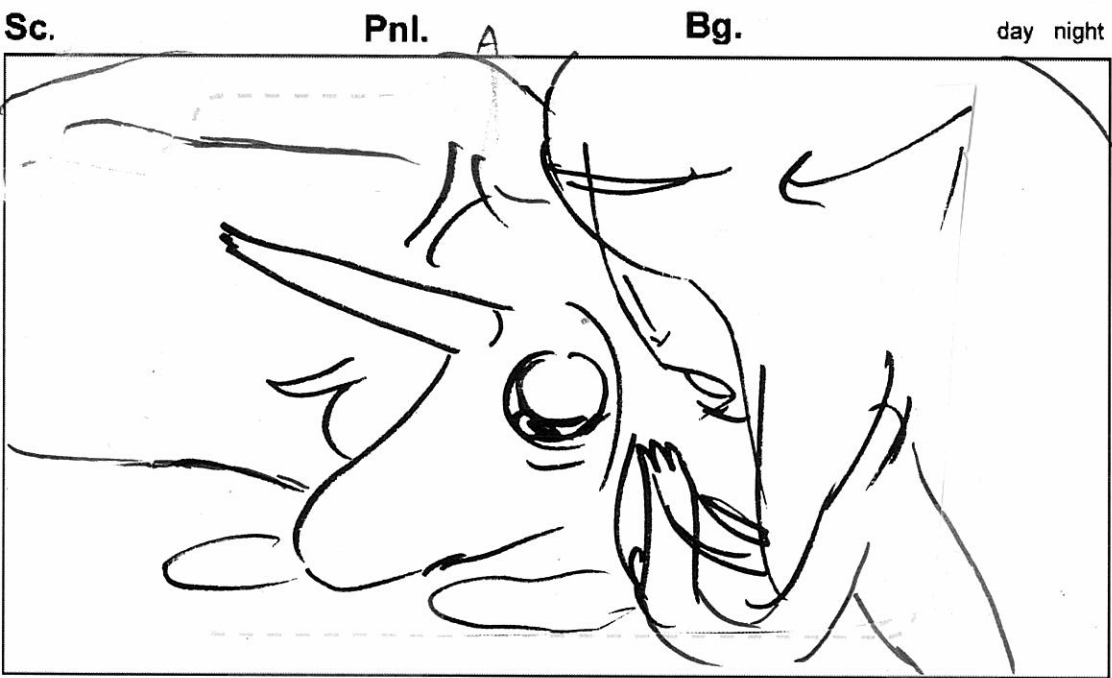
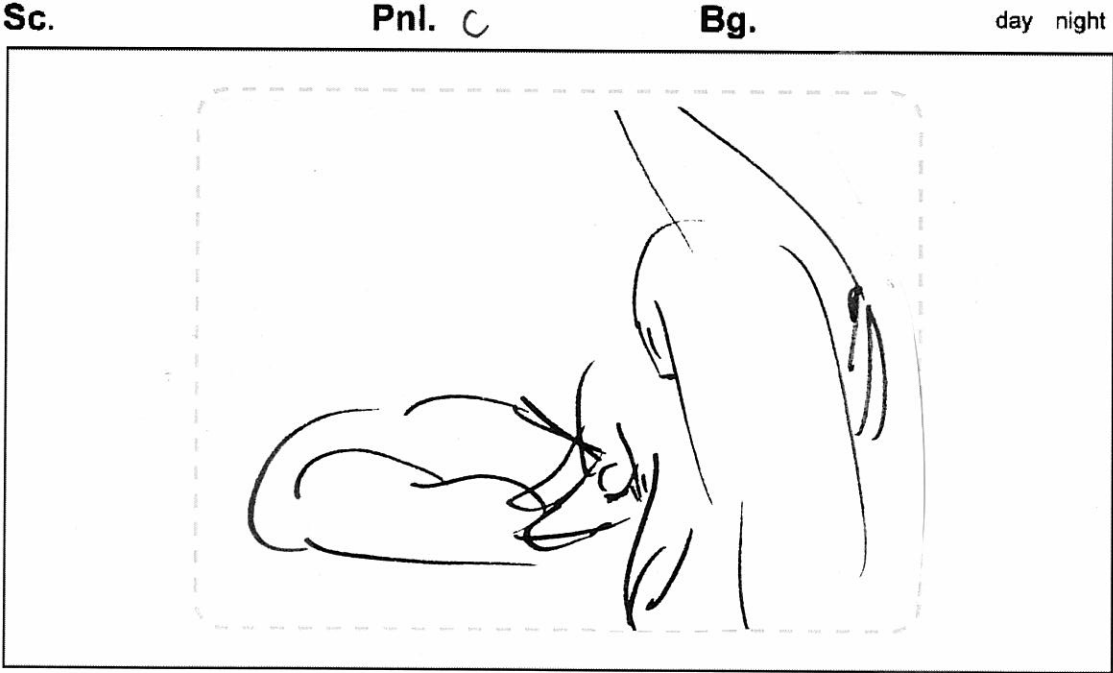
Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:	
Action:	<p>— PB WALKS TO CURTAIN</p> <p>— TURNS + GRABS CURTAIN</p>
Timing:	

EPISODE # 100898

Production :

ADVENTURE TIME



Dialog:	PB) HOW ARE YOU FEELING, LADY?
Action:	PULLS CURTAIN BACK TO REVEAL LADY
Timing:	

EPISODE # 100898
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:	L) < IS JAKE AWAKE ? > PB) YES,
Action:	
Timing:	

EPISODE # 100898
Production :

ADVENTURE TIME



Sc.	Pnl. C	Pnl.	Bg.	day night

Dialog:	PB) HE'S AWAKE
Action:	- LADY STRETCHES PAST PB
Timing:	

ADVENTURE TIME



Sc.	Pnl. D	Bg.	day night	Sc.	Pnl. A	Bg.	day night

Dialog:	PB) LADY —	PB) I NEVER SHOULD HAVE PUT YOU IN DANGER — I SAW ON THE HEART MONITOR- I DIDN'T KNOW!
Action:		
Timing:		

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EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	L) < IT'S OK - I SHOULDN'T HAVE KEPT IT A SECRET. >	
Action:	-LADY HUGS PB	-LADY LOOKS BACK.
Timing:		

EPISODE # 100898

Production :

ADVENTURE TIME



Sc.

Pnl. C

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:	
Action:	-LADY FLIES OFF/S
Timing:	

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Production :

ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night	

Dialog:	L) <JAKE ->	J: LADY! OHH LADY!!
Action:	- F+J WATCH ICE KING DANCE. - LADY FLIES ON/S.	
Timing:		

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Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

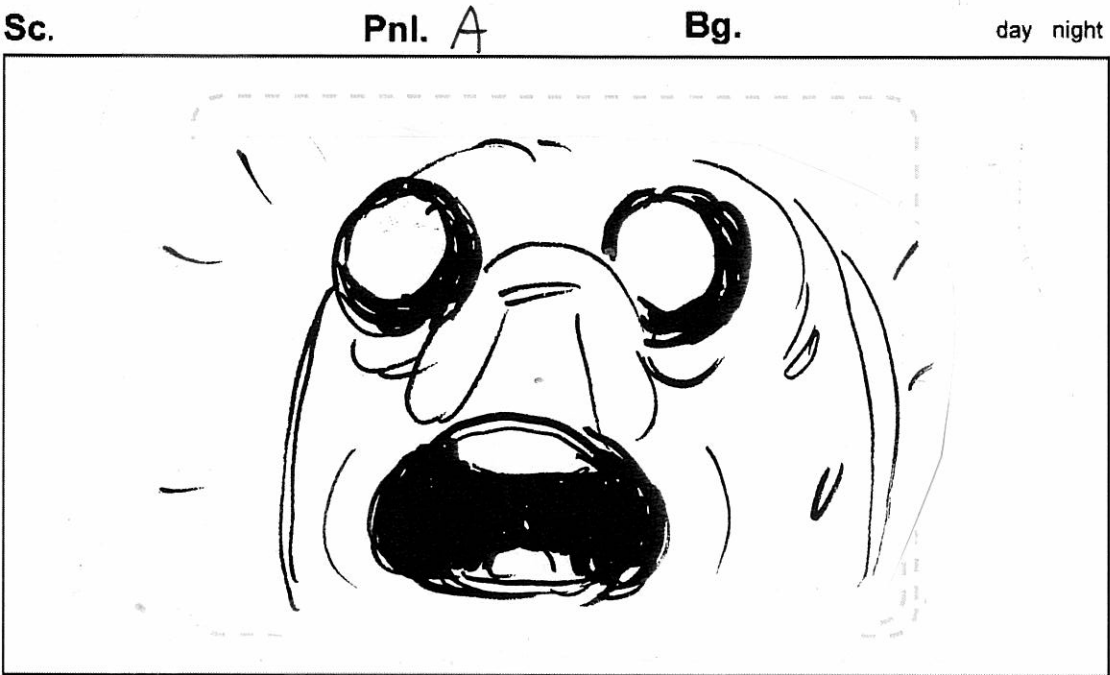
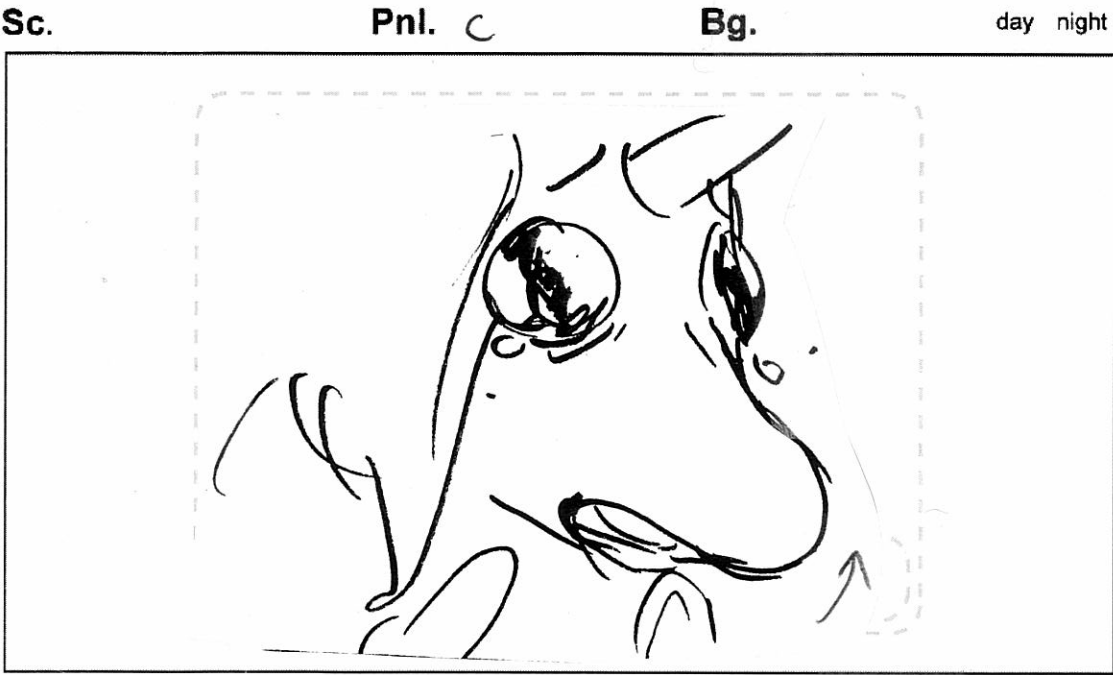
Dialog:

L) <JAKE, I HAVE TO TELL YOU...>
SOMETHING IMPORTANT

Action:

Timing:

ADVENTURE TIME



Dialog:	<p><u>L</u>) < I'M PREGNANT ></p> <p><u>J</u>: I'M PUPPIES!?</p>
Action:	<p>- JAKE IS GOBSMACKED.</p> <p>(END)</p>
Timing:	

EPISODE # 100898
Production :